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*Fig. 1*

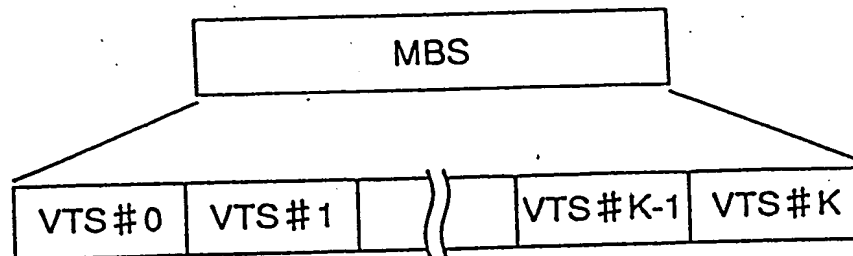


Fig.2

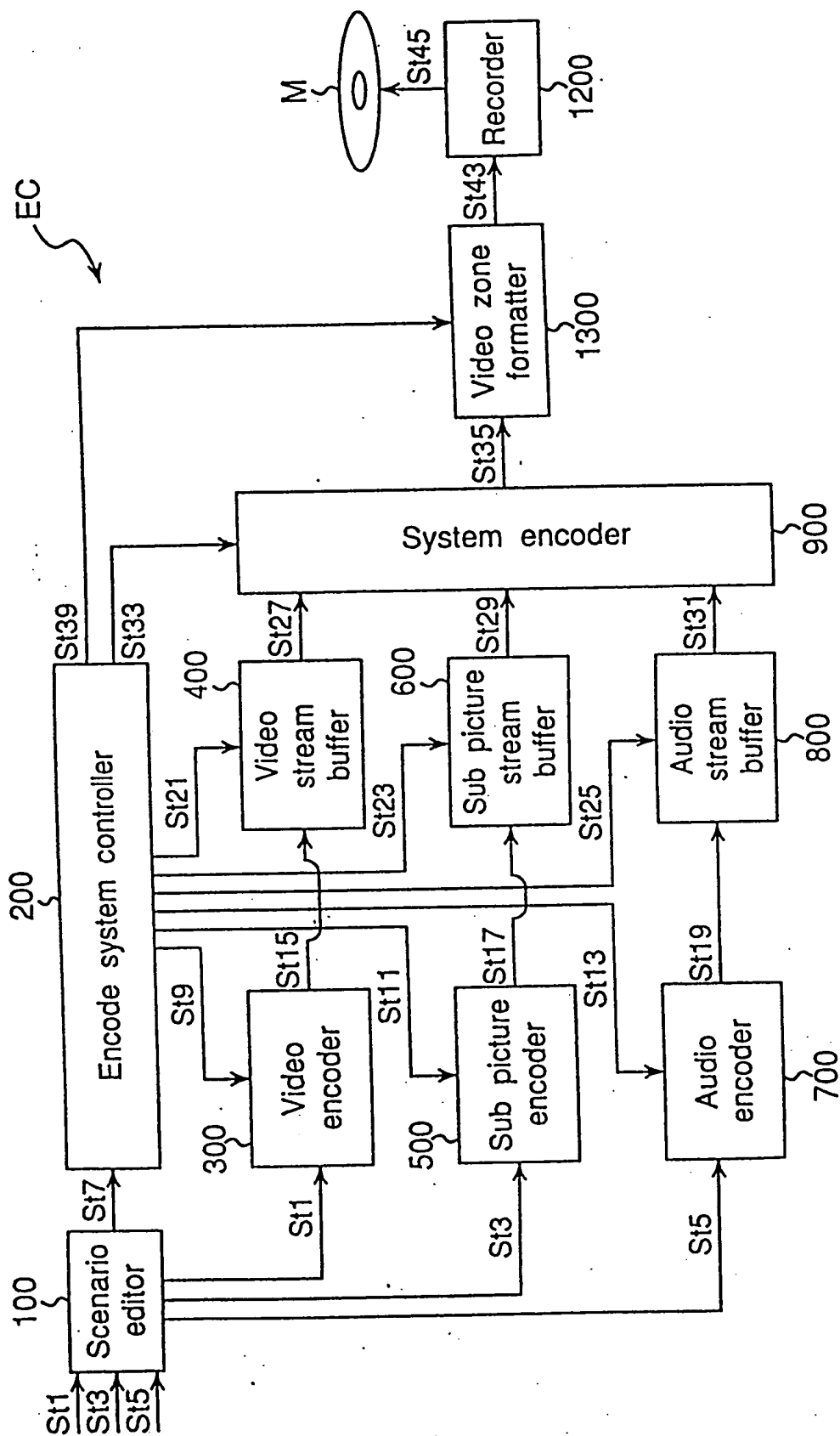


Fig.3

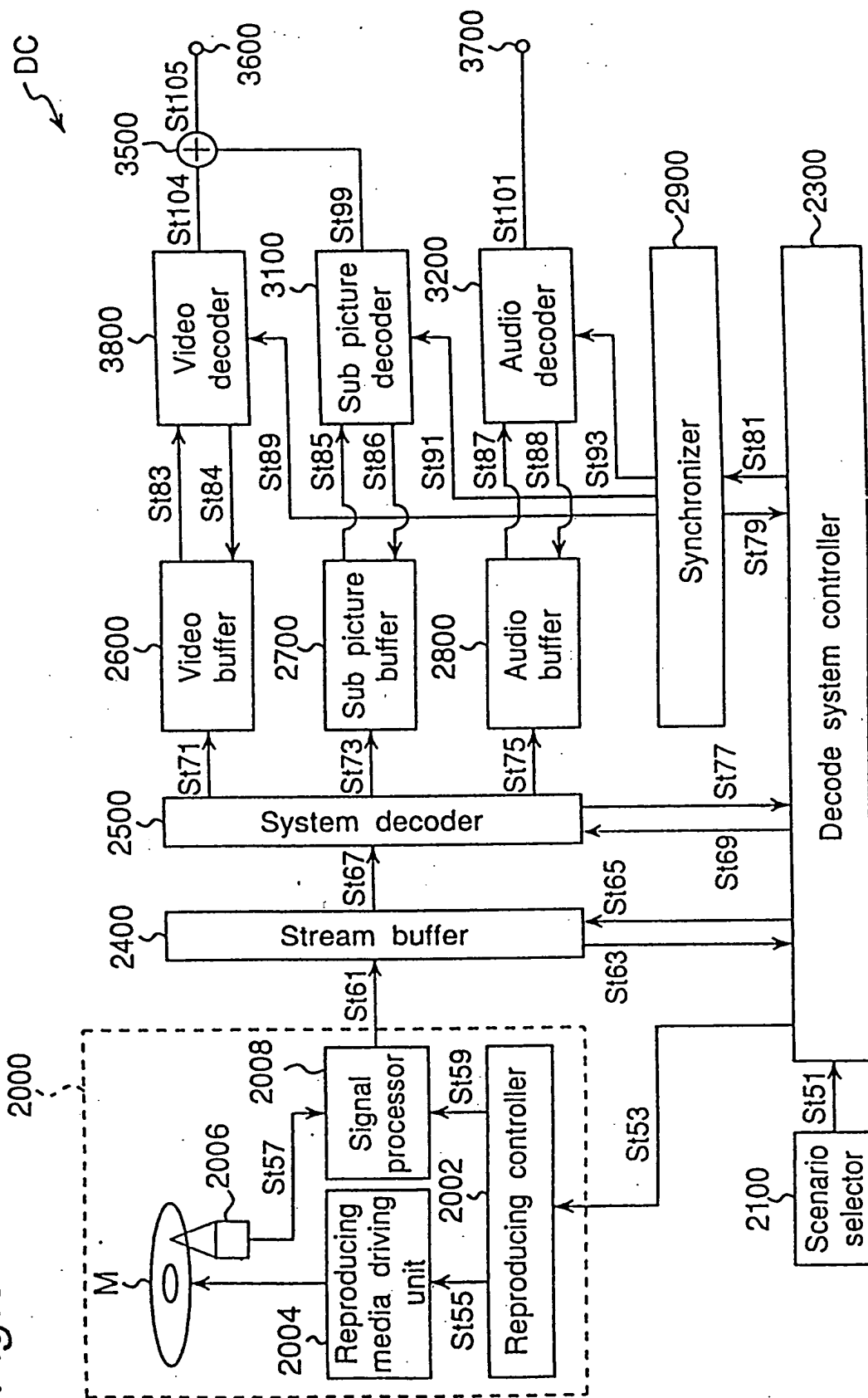


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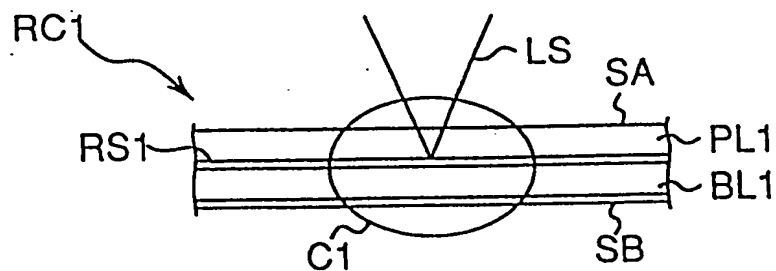


Fig.5

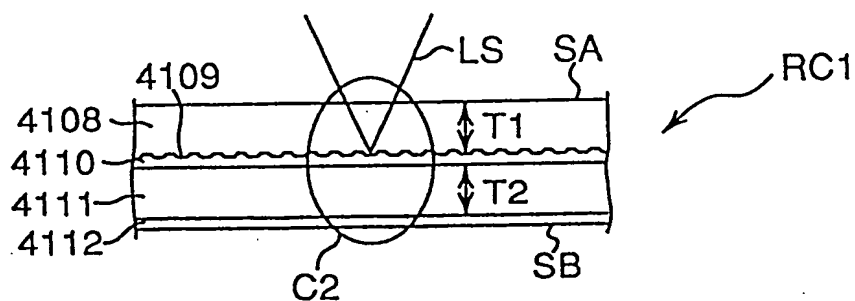


Fig.6

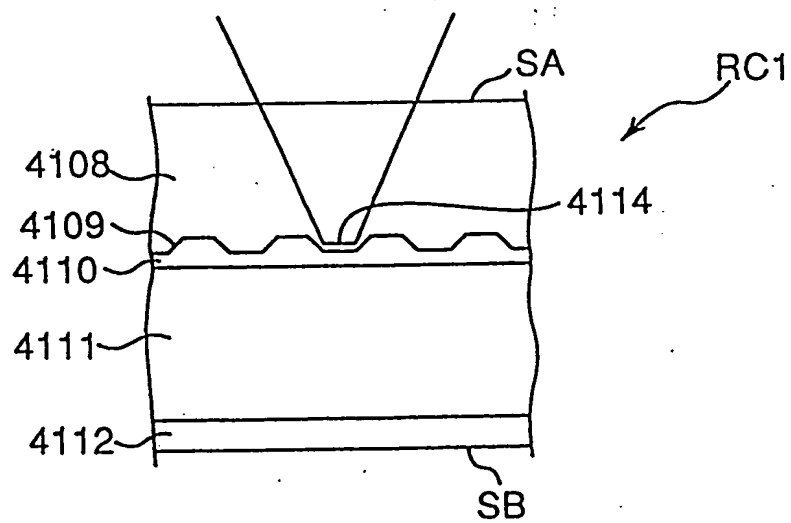


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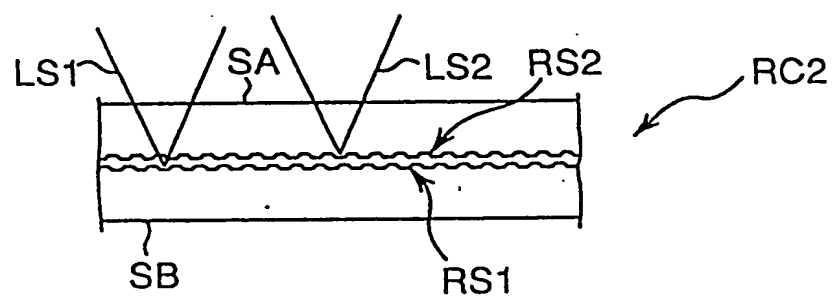


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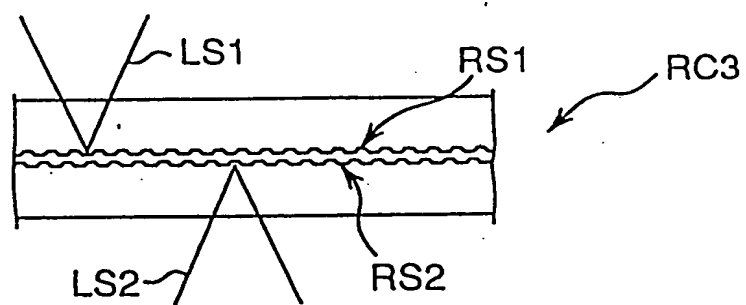


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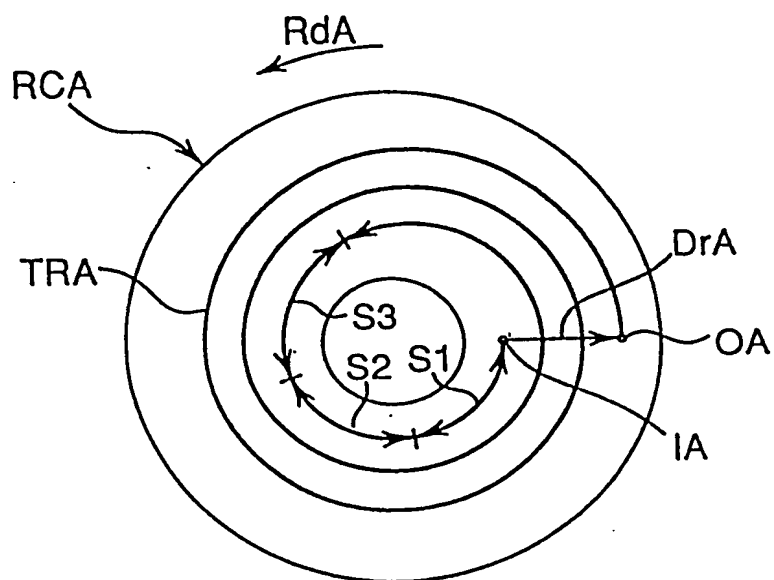


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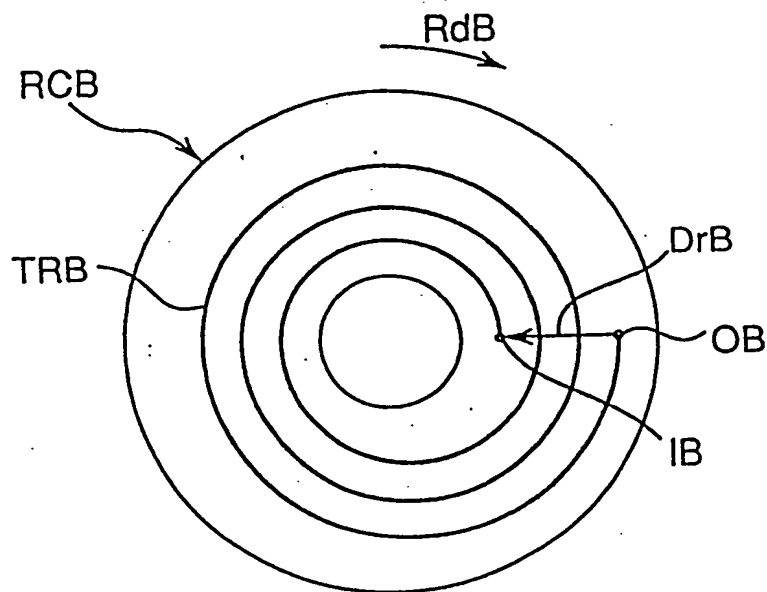


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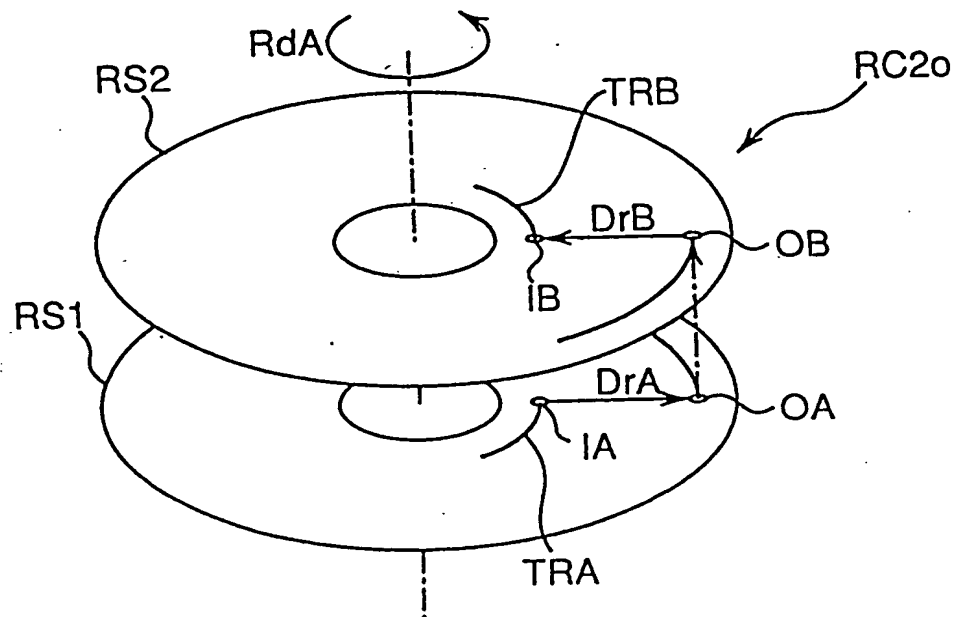


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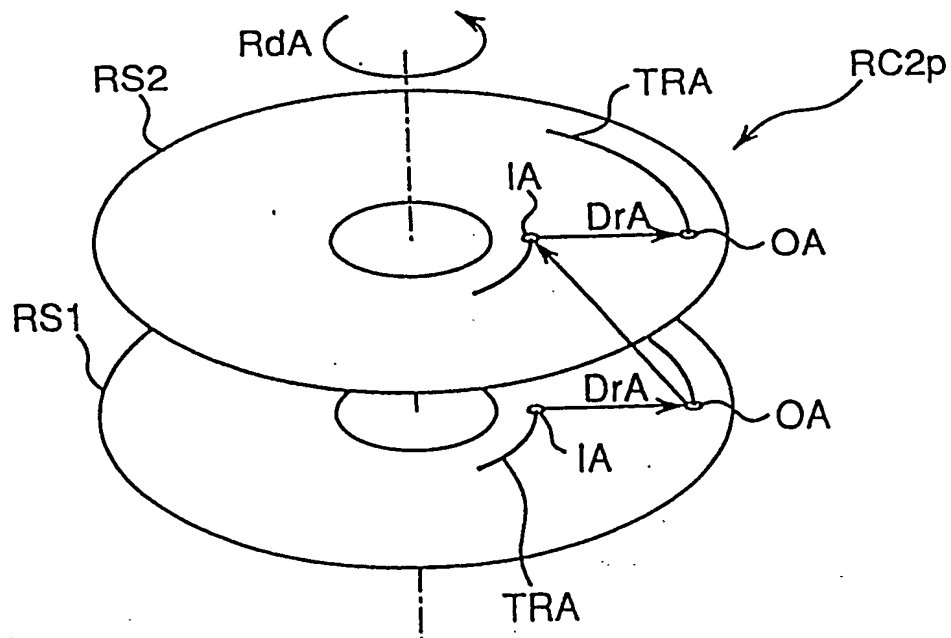




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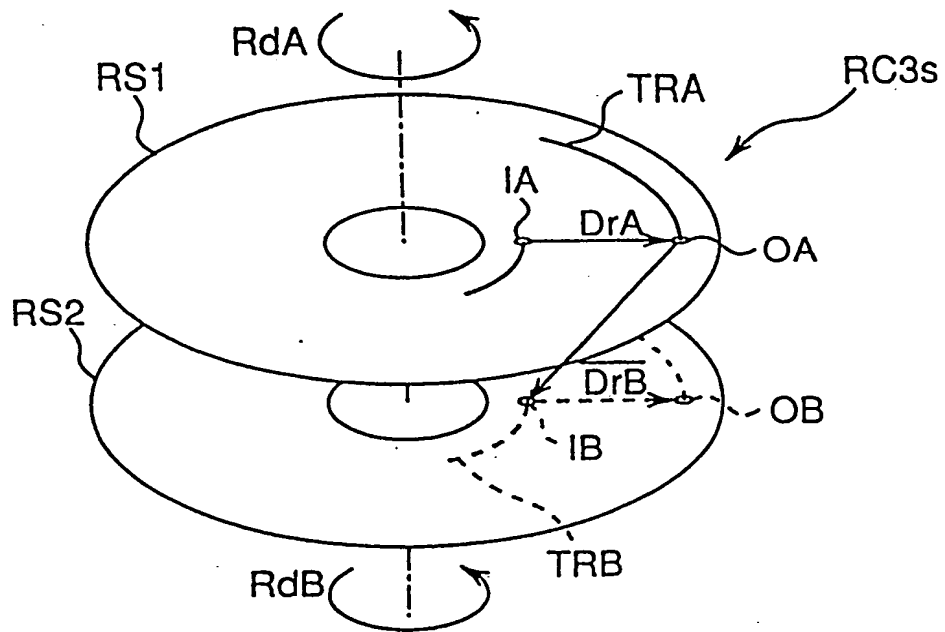


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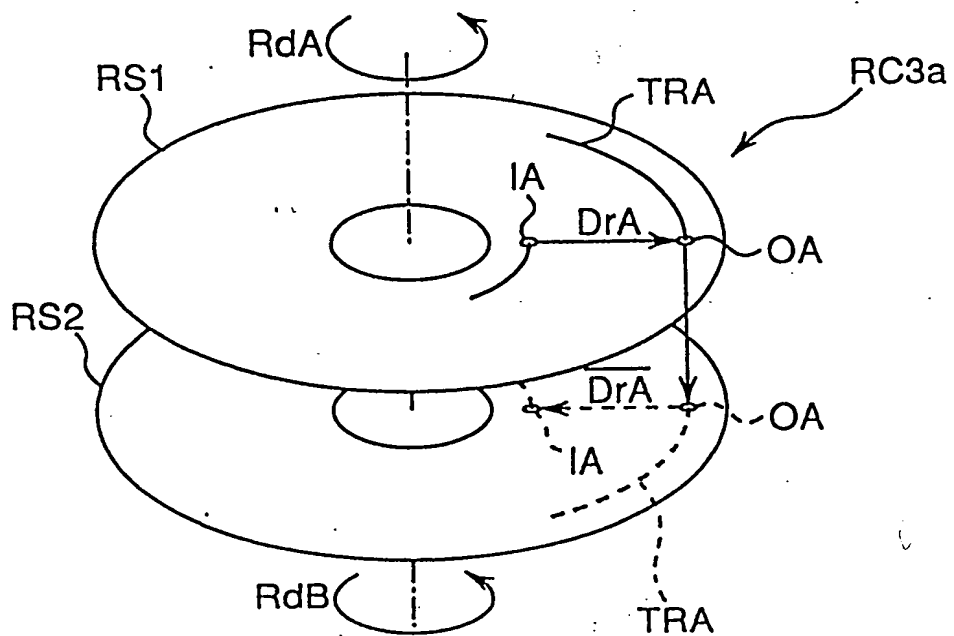


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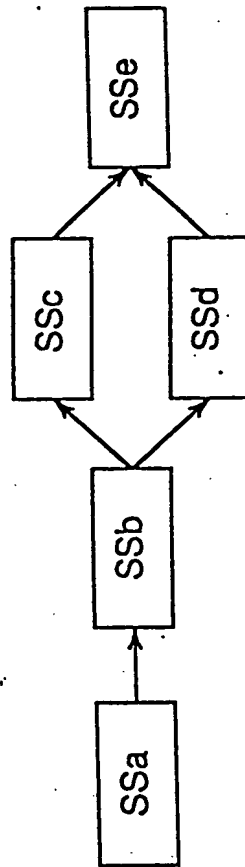


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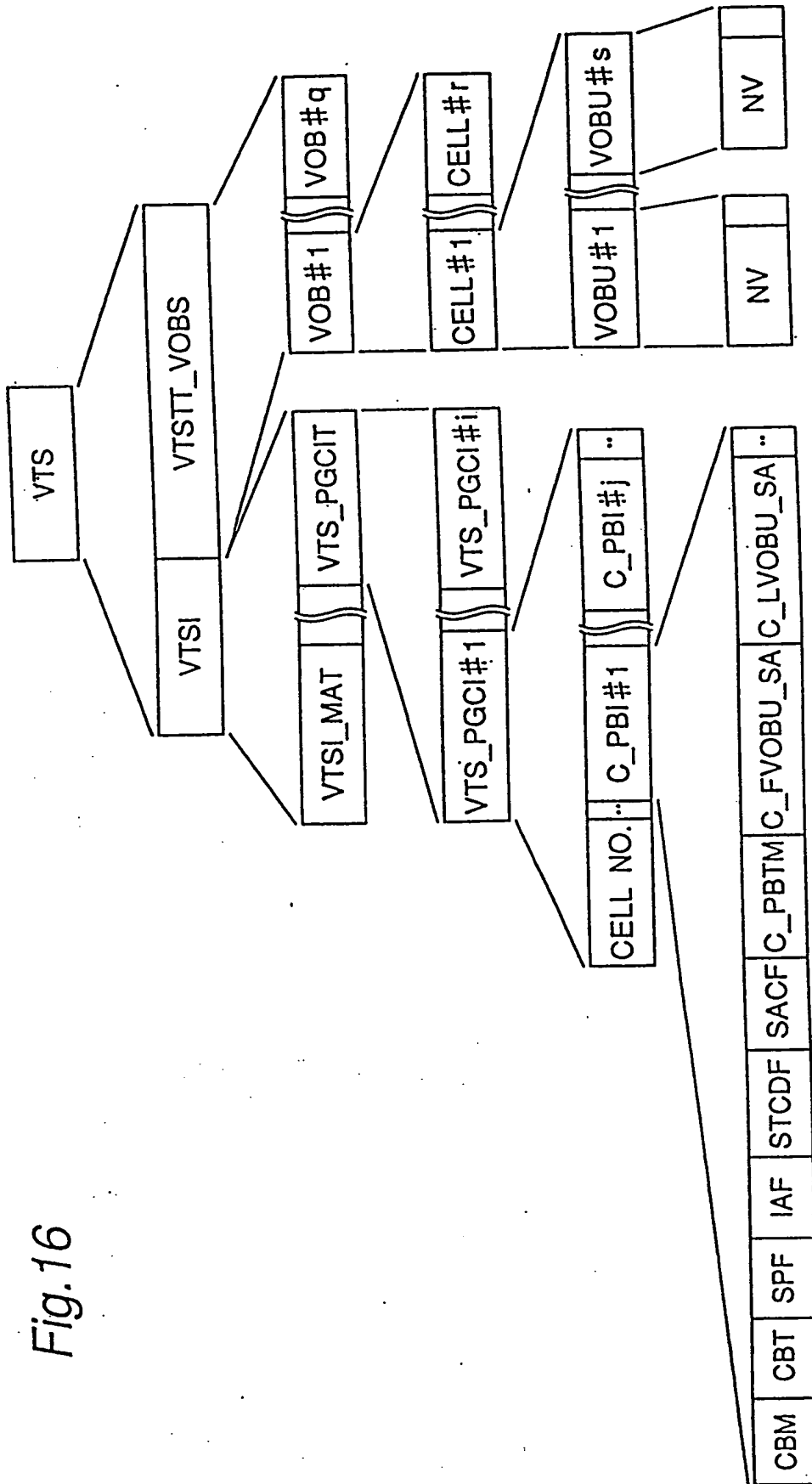


Fig. 17

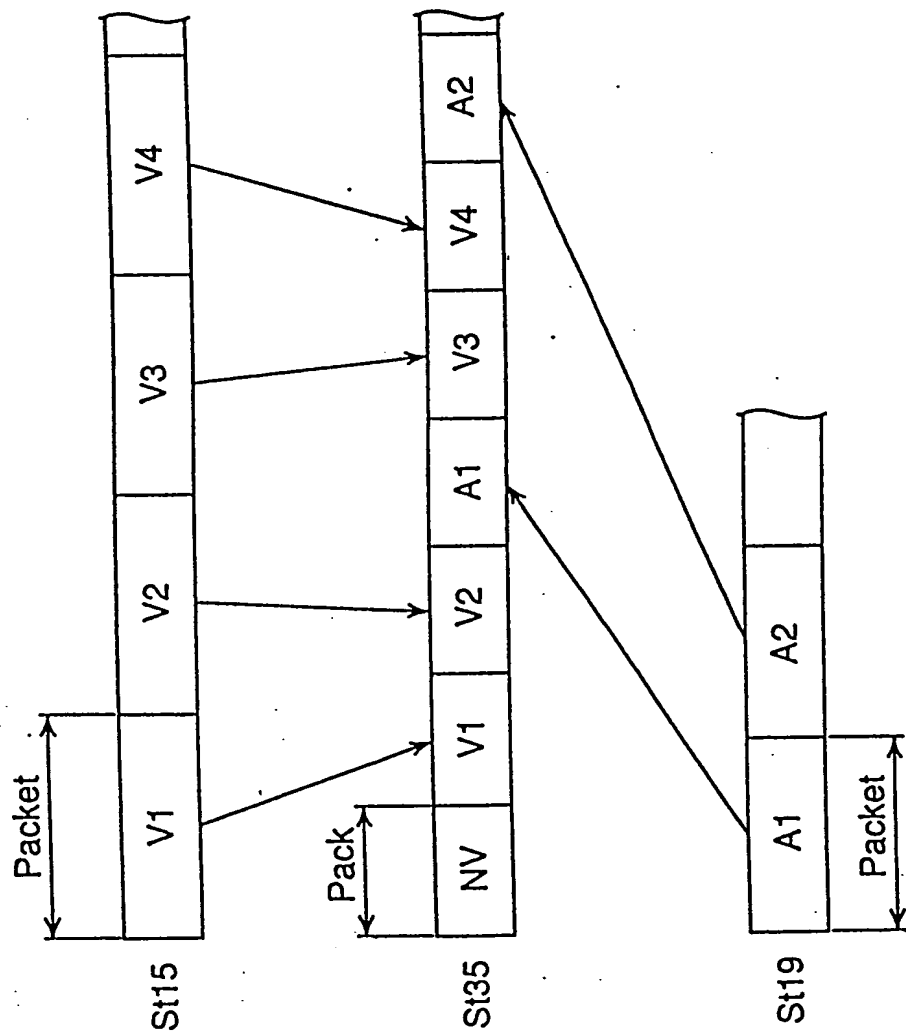


Fig. 18

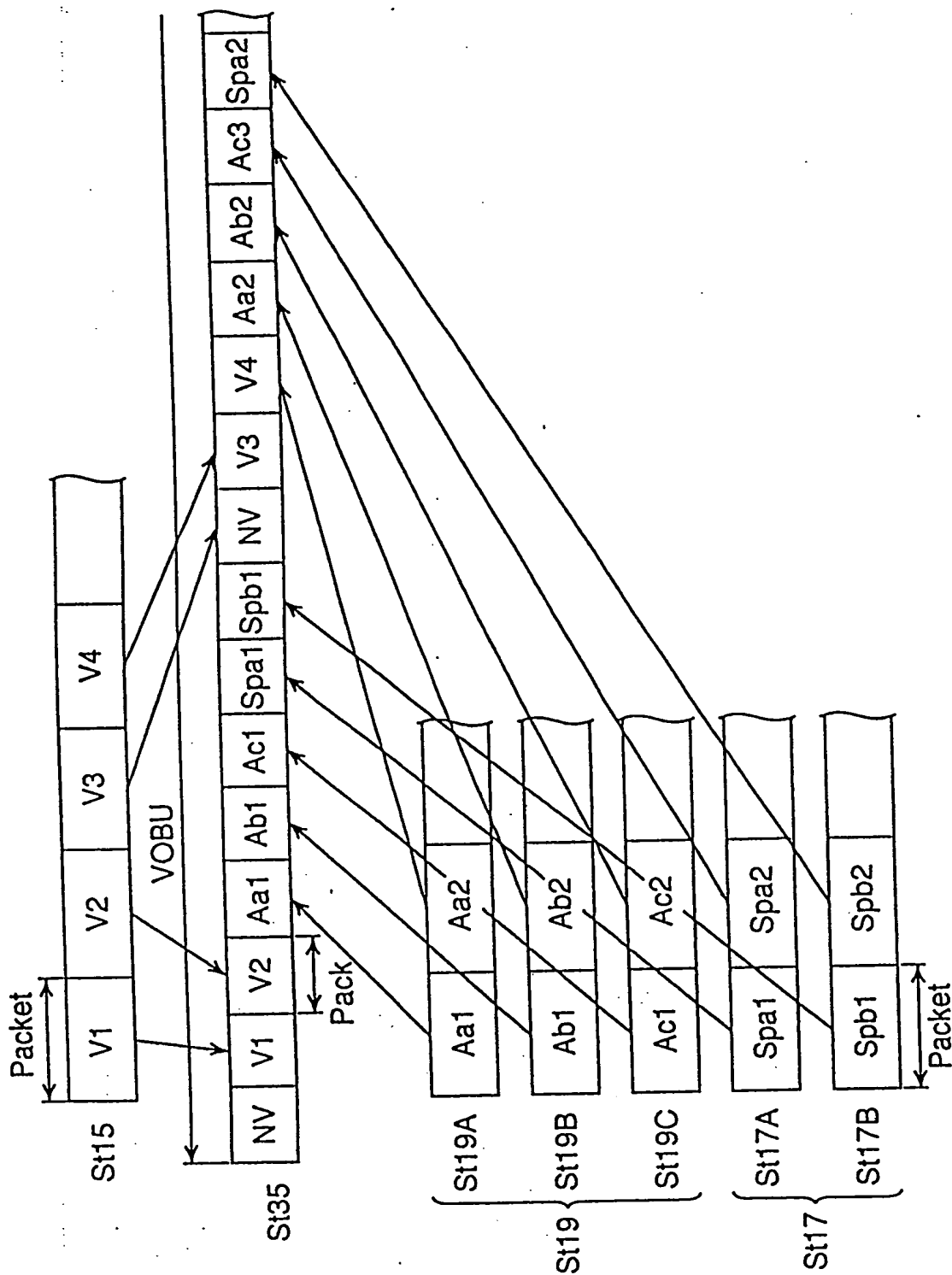


Fig.19

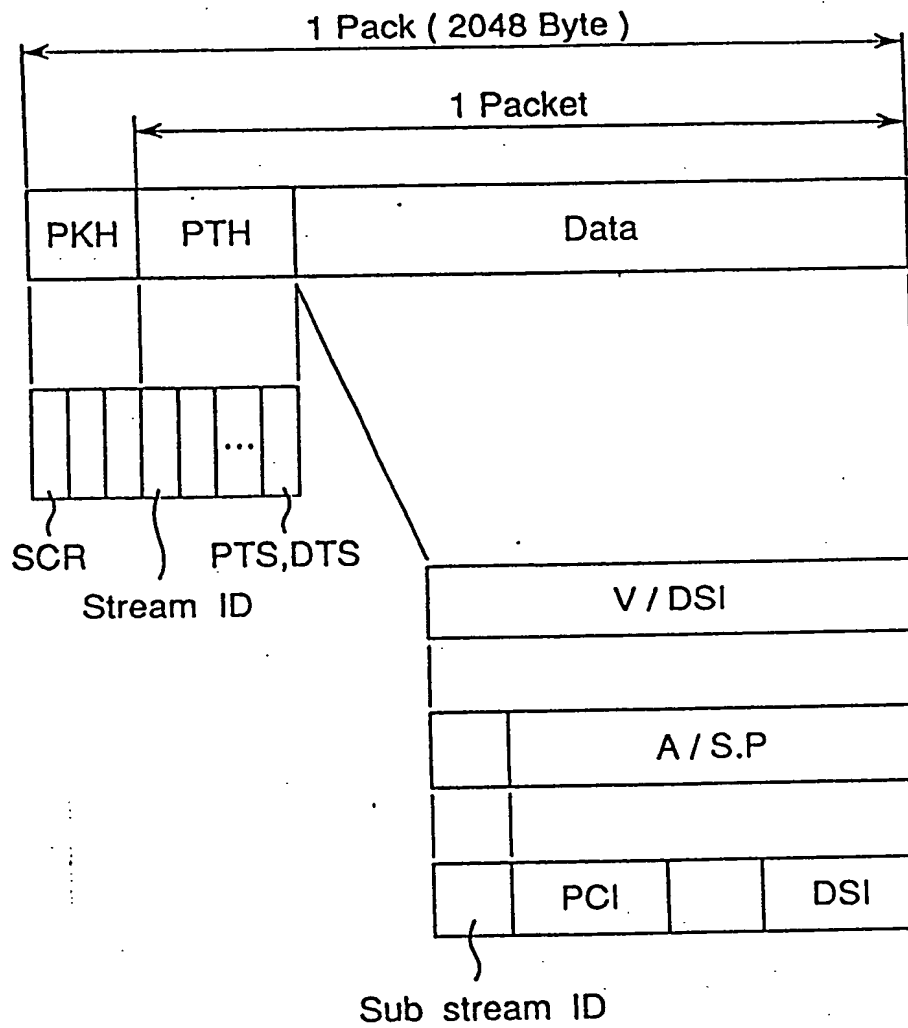


Fig.20

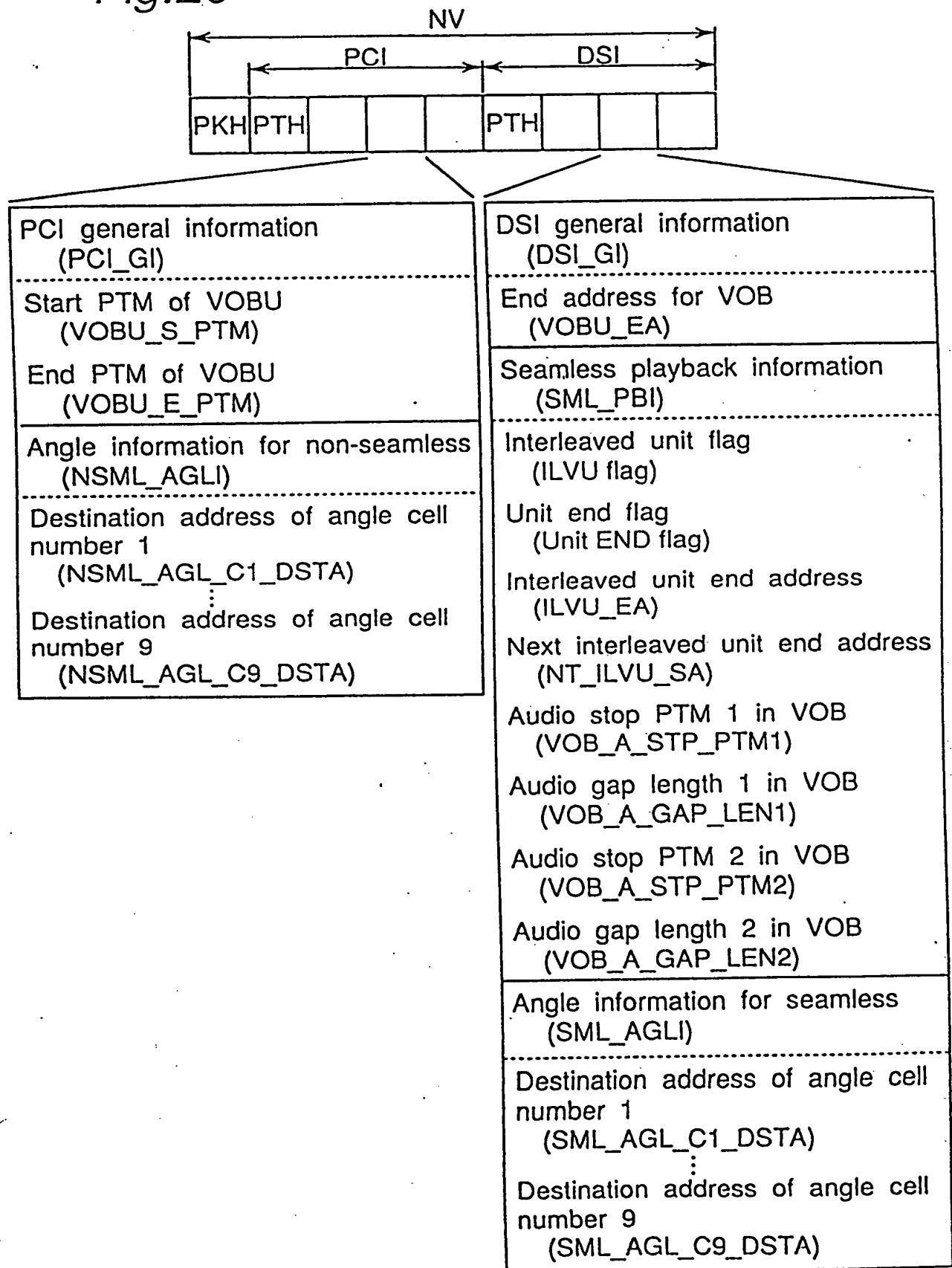
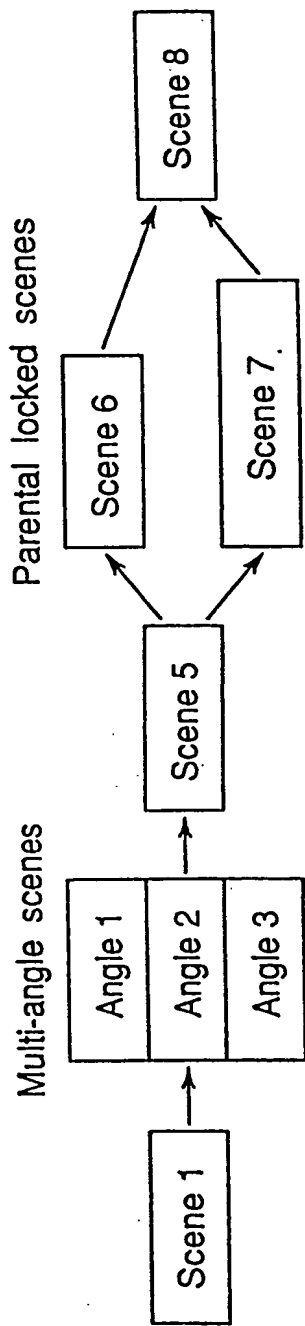


Fig.21



Scenario 1

Scene 1 → Multi-angle scenes → Scene 5 → Scene 6 → Scene 8

Scenario 2

Scene 1 → Multi-angle scenes → Scene 5 → Scene 7 → Scene 8



Fig.22

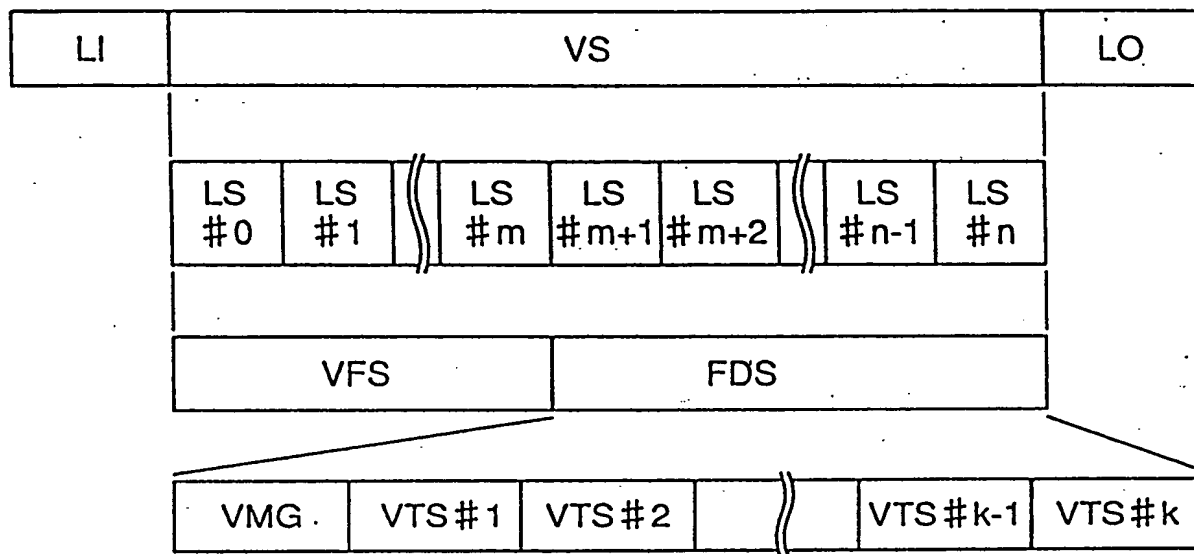


Fig.24

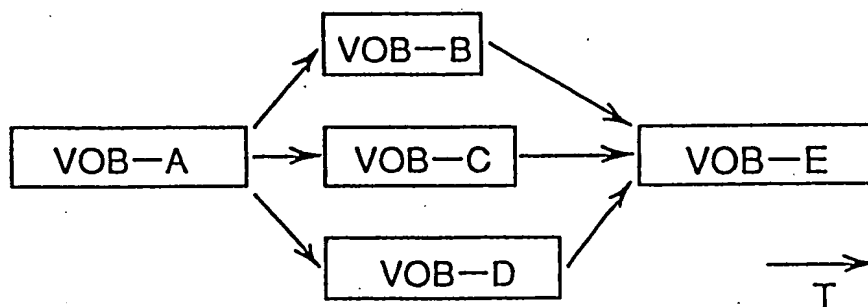


Fig.23

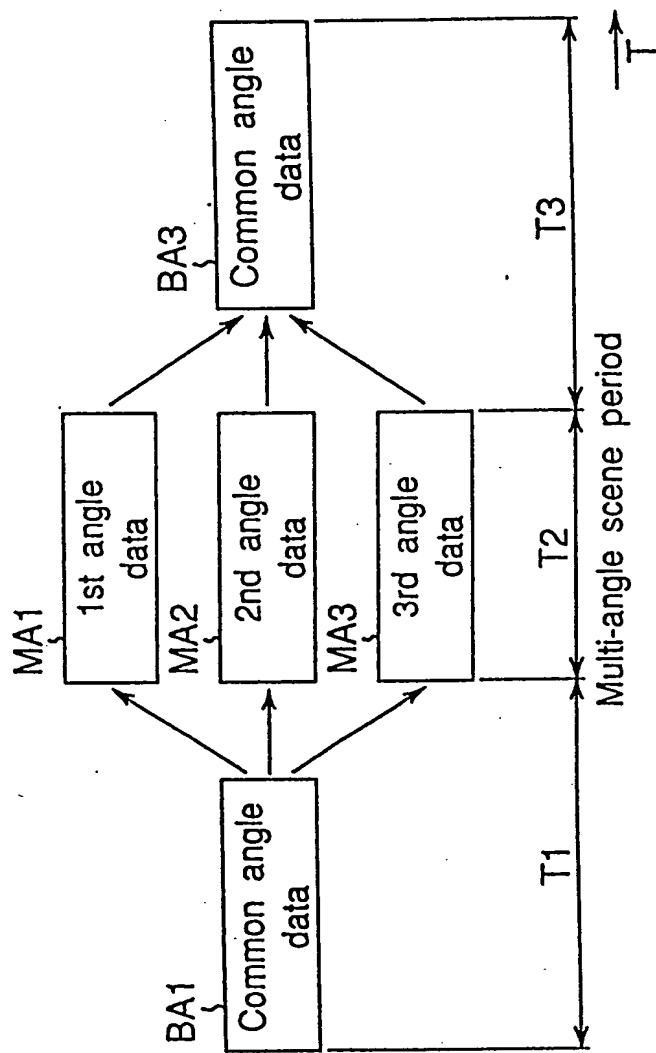
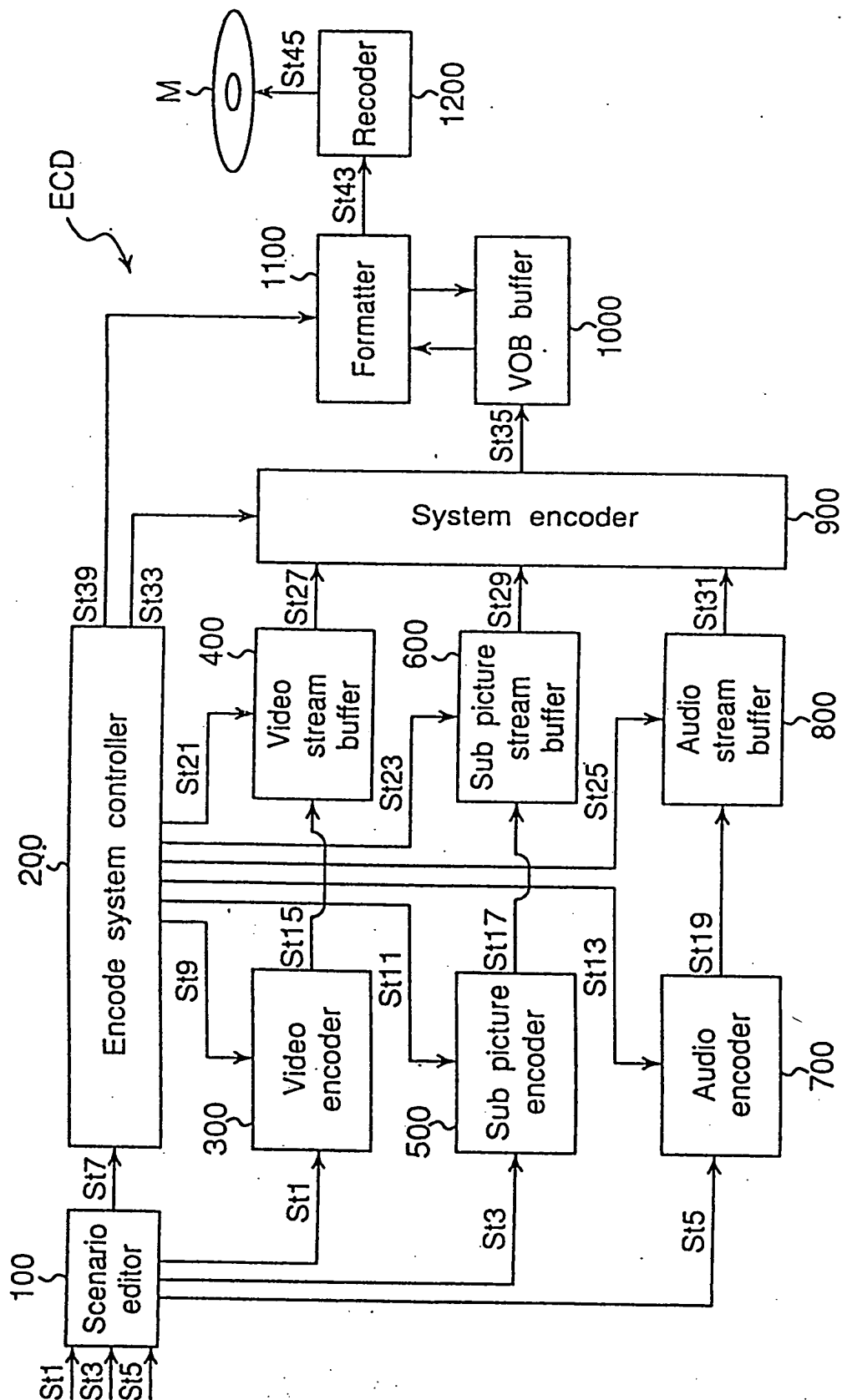


Fig.25



2000

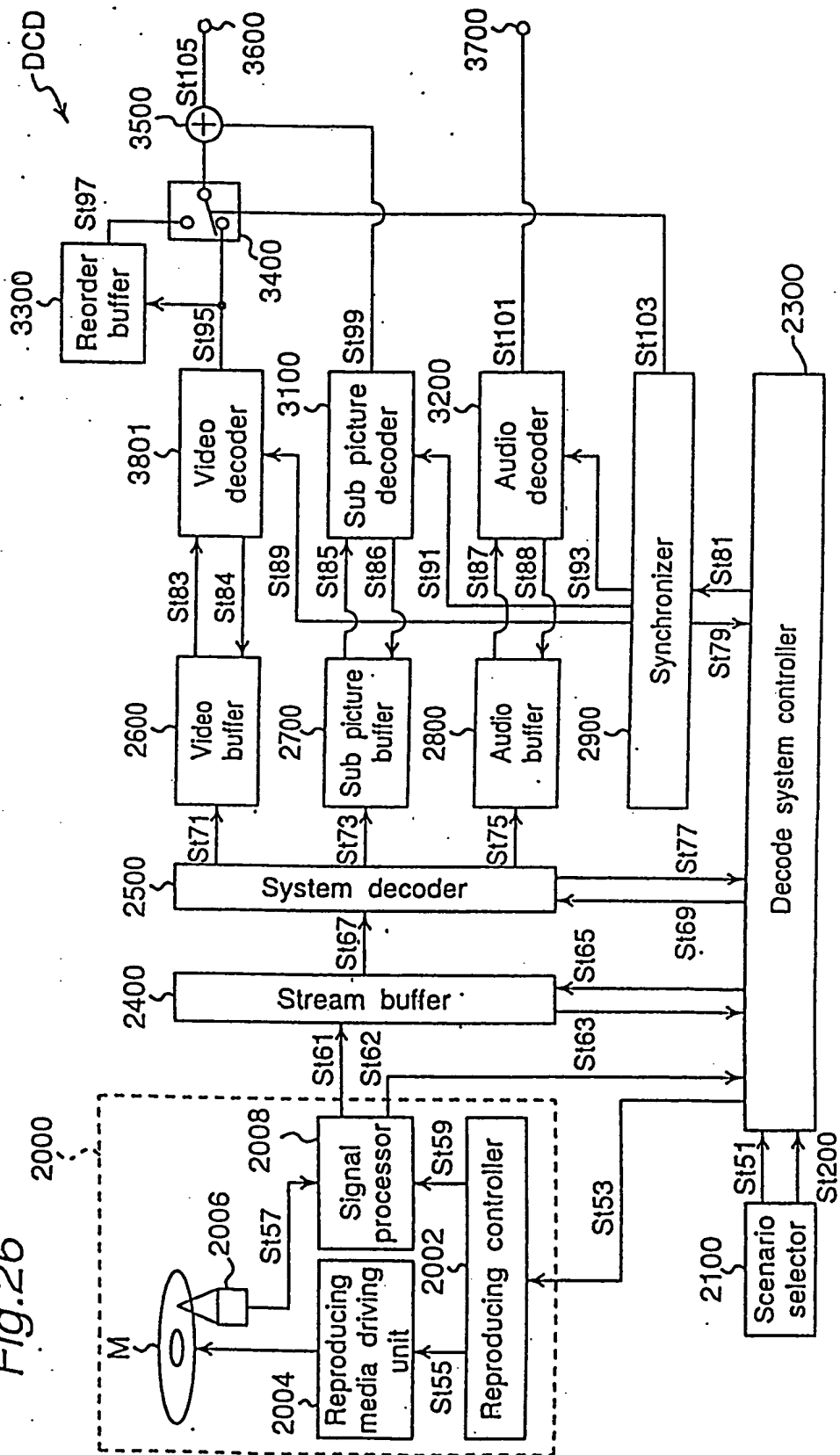
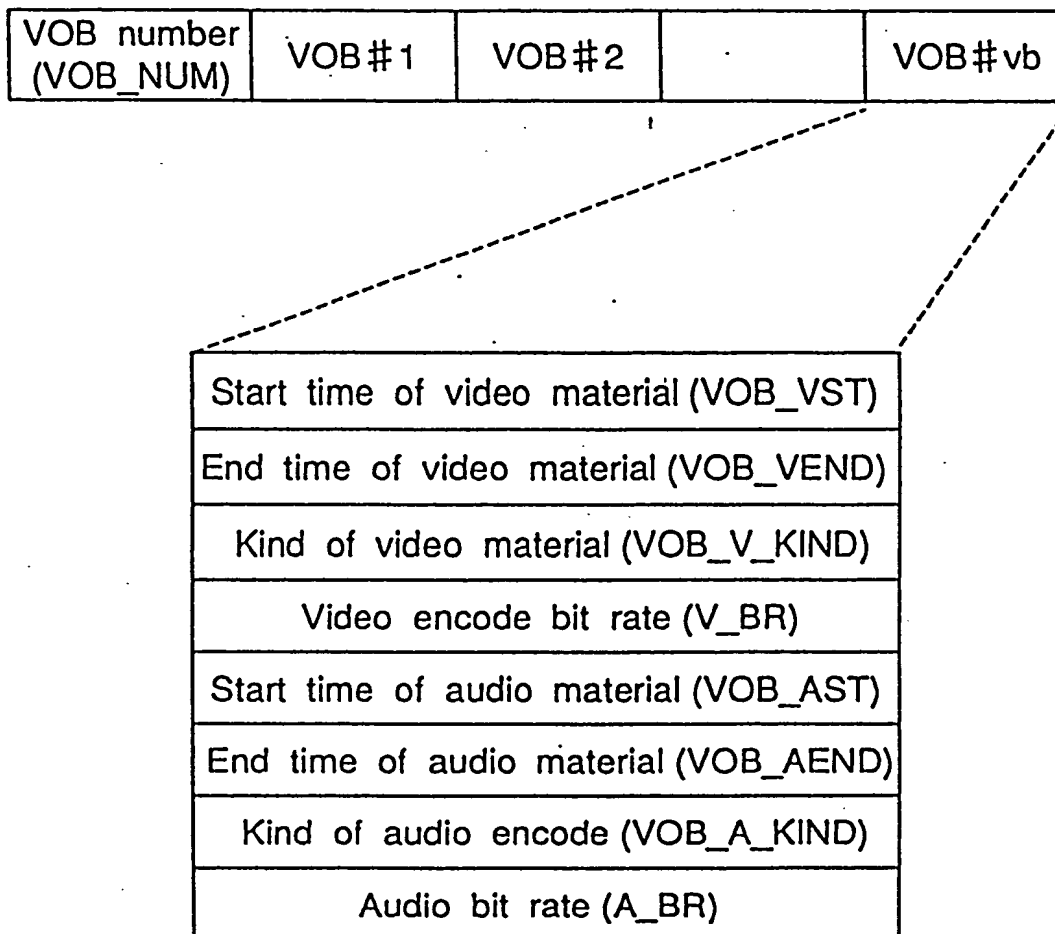


Fig.27

Title number (TITLE_NO)	VOB set number (VOBS_NUM)	VOB set #1	VOB set #2		VOB set #st
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VOB set No. (VOBS_NO)
VOB No. in VOB set (VOB_NO)
Preceding VOB seamless connection flag (VOB_Fsb)
Following VOB seamless connection flag (VOB_Fsf)
Multi-scene flag (VOB_Fp)
Interleave flag (VOB_Fi)
Multi-angle flag (VOB_Fm)
Multi-angle seamless switching flag (VOB_FsV)
Maximum bit rate of Interleaved VOB (ILV_BR)
Number of interleaved VOB division (ILV_DIV)
Minimum interleaved unit presentation time (ILVU_MT)

*Fig.28*



*Fig.29*

VOB number (VOB_NO)
Video encode start time (V_STTM)
Video encode end time (V_ENDTM)
Video encode mode (V_ENCMD)
Video encode bit rate (V_RATE)
Video encode maximum bit rate (V_MRATE)
GOP structure fixing flag (GOP_FXflag)
Video encode GOP structure (GOPST)
Video encode initial data (V_INST)
Video encode end data (V_ENDST)
Audio encode start time (A_STTM)
Audio encode end time (A_ENDTM)
Audio encode bit rate (A_RATE)
Audio encode method (A_ENCMD)
Audio start gap (A_STGAP)
Audio end gap (A_ENDGAP)
Preceding VOB number (B_VOB_NO)
Following VOB number (F_VOB_NO)

Fig.30

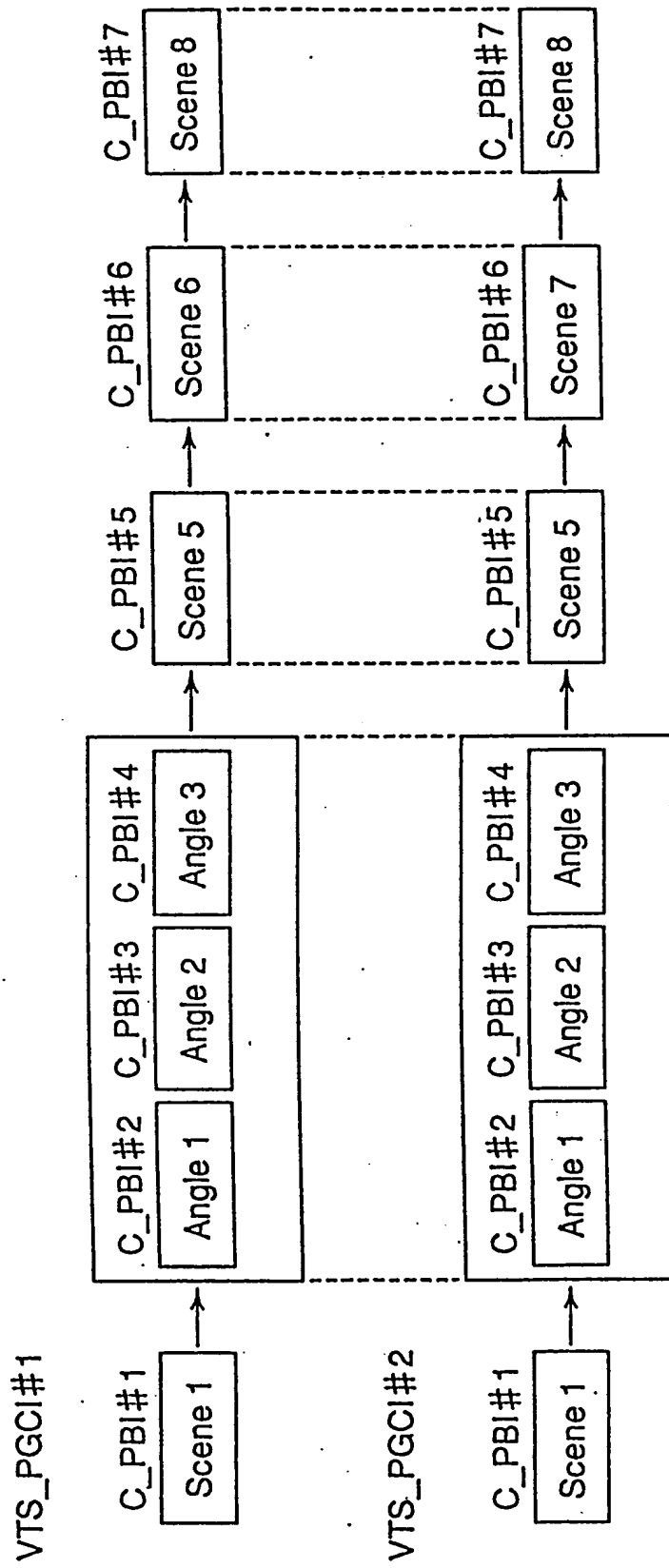




Fig.31

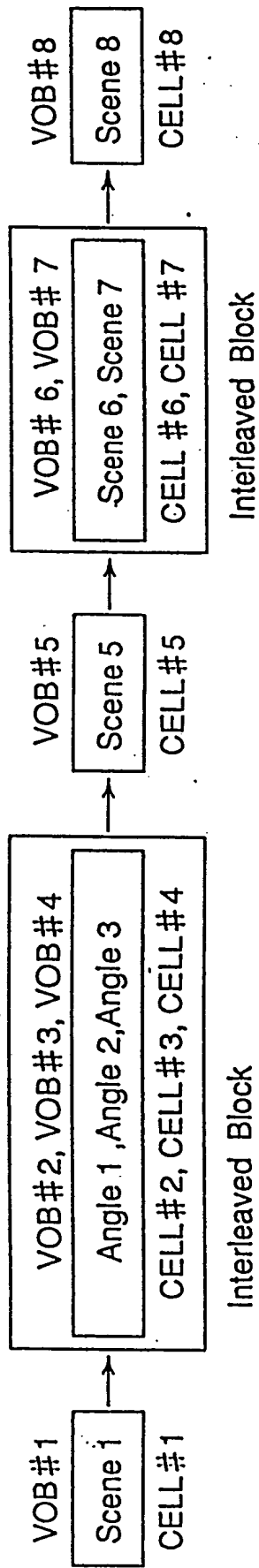


Fig.32

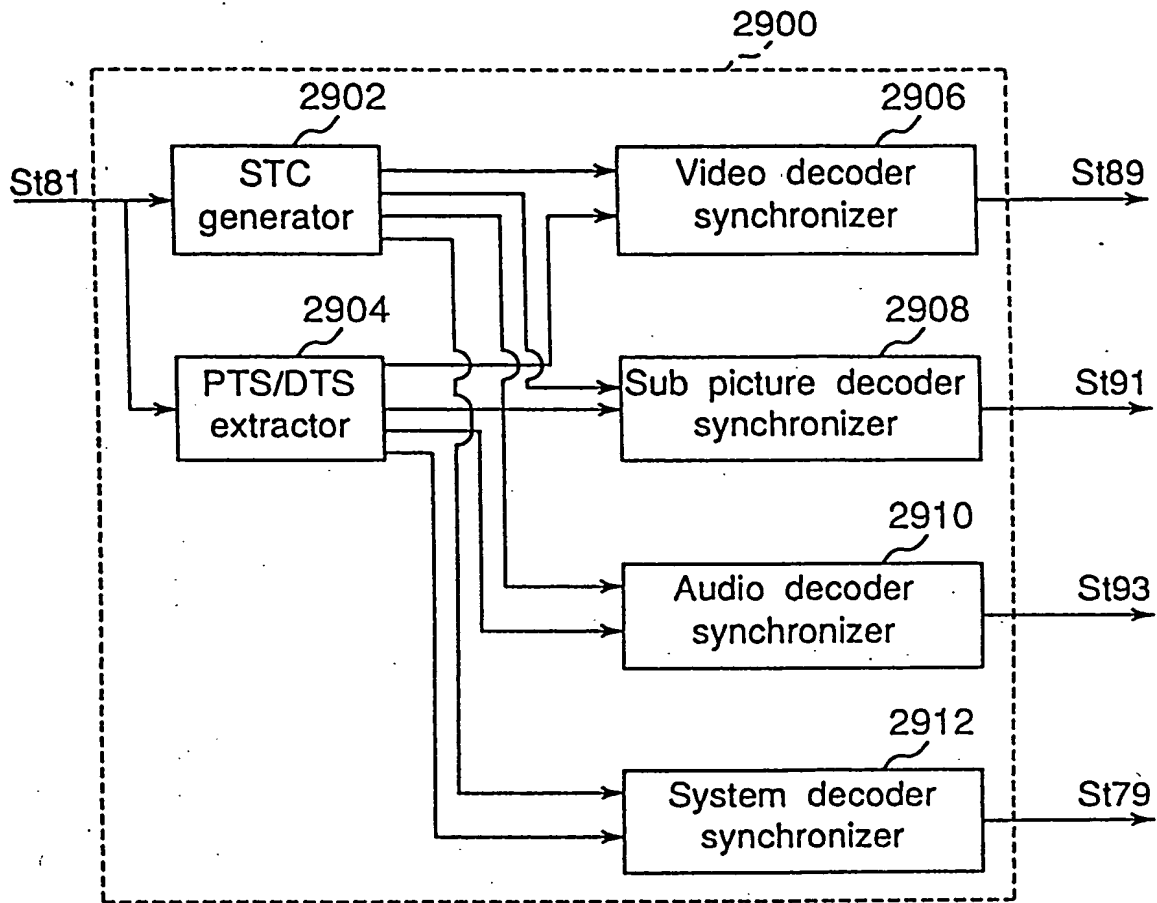


Fig. 33

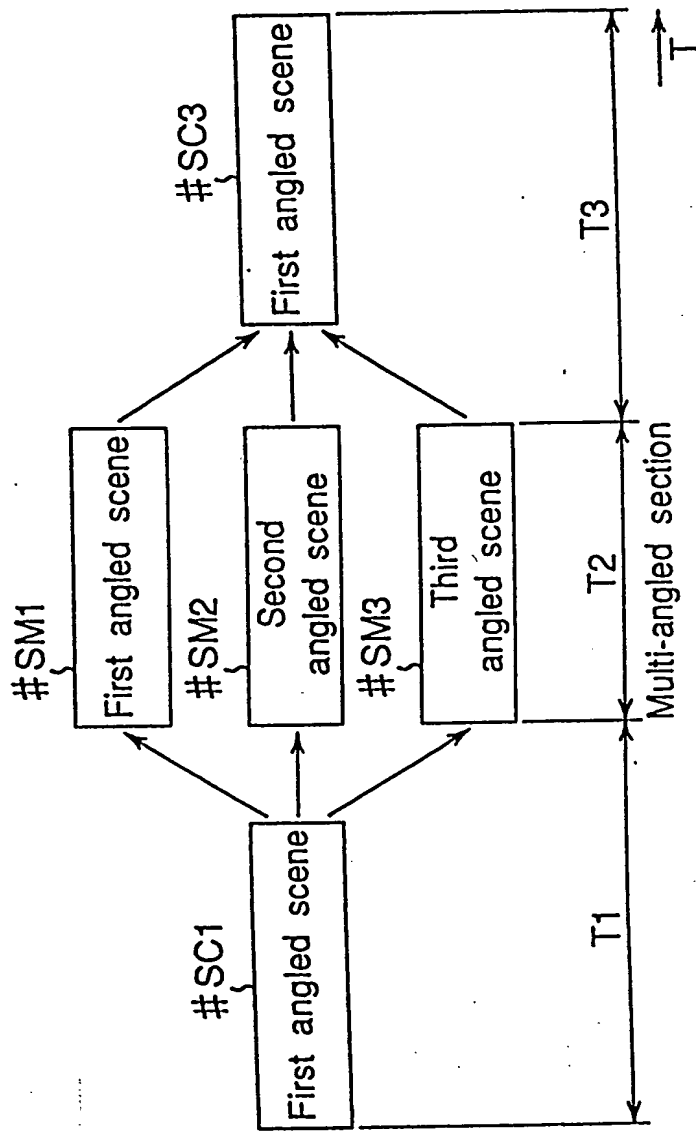


Fig.34  
Fig.34A  
Fig.34B

Fig. 34A

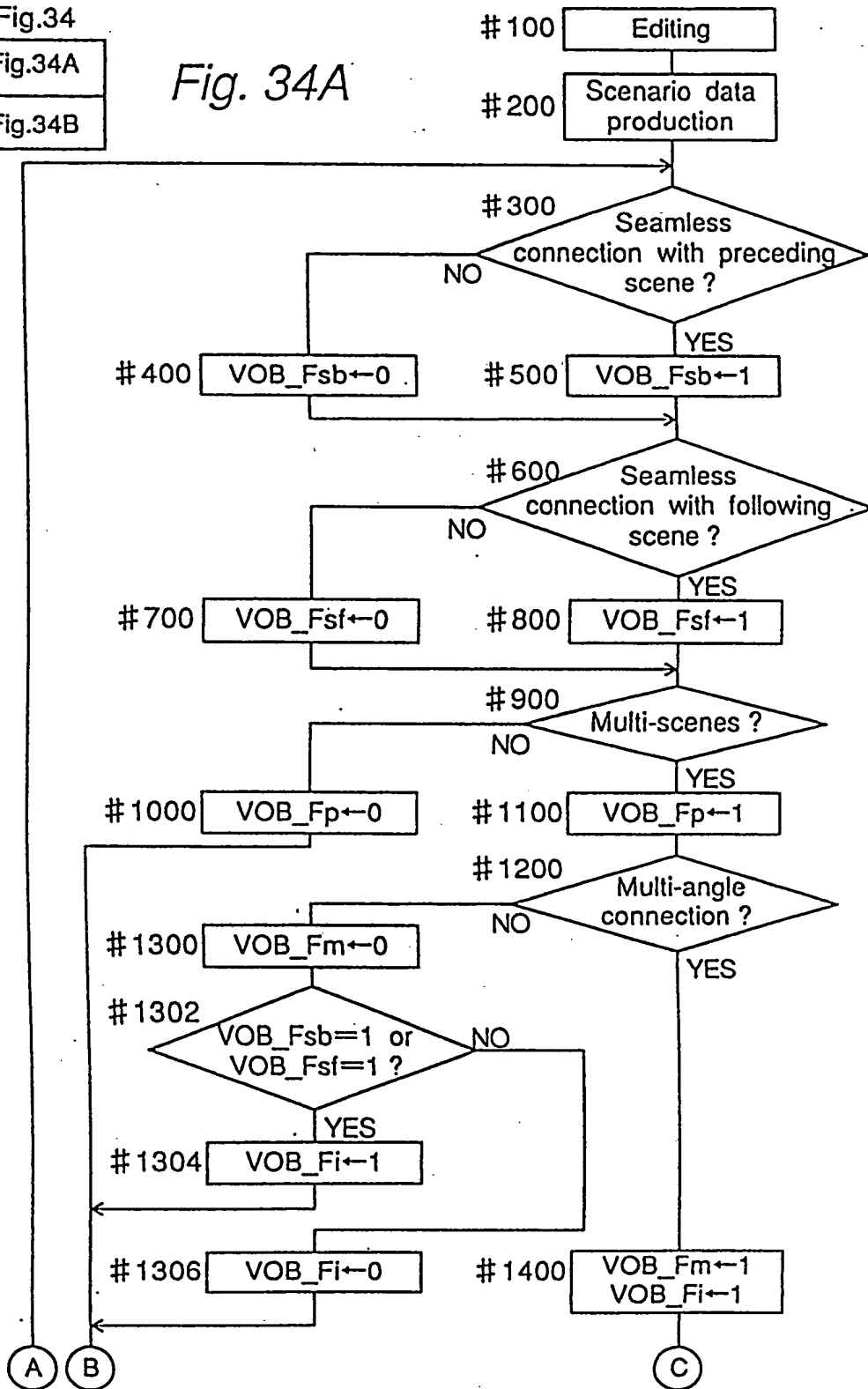


Fig.34B

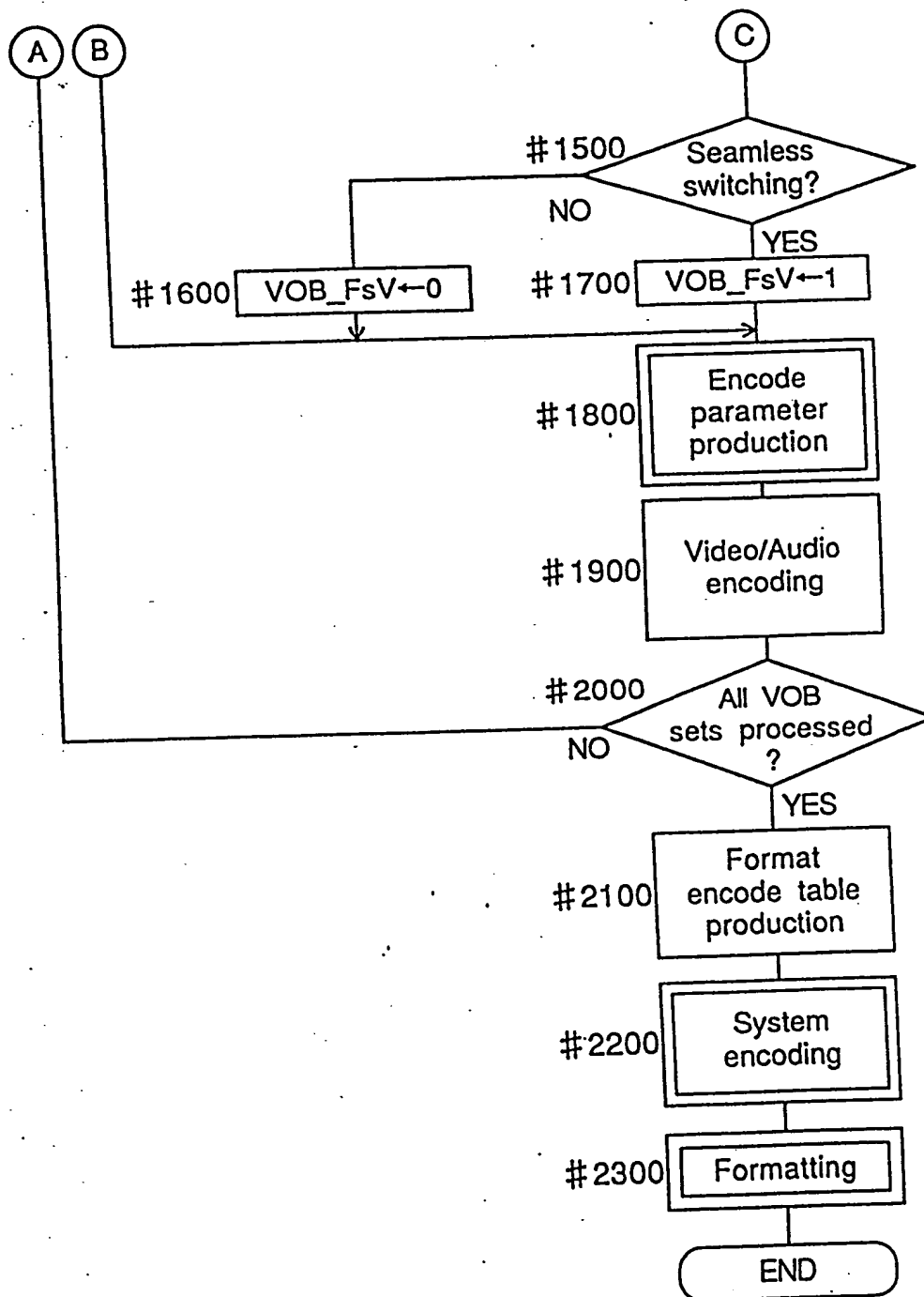


Fig.35

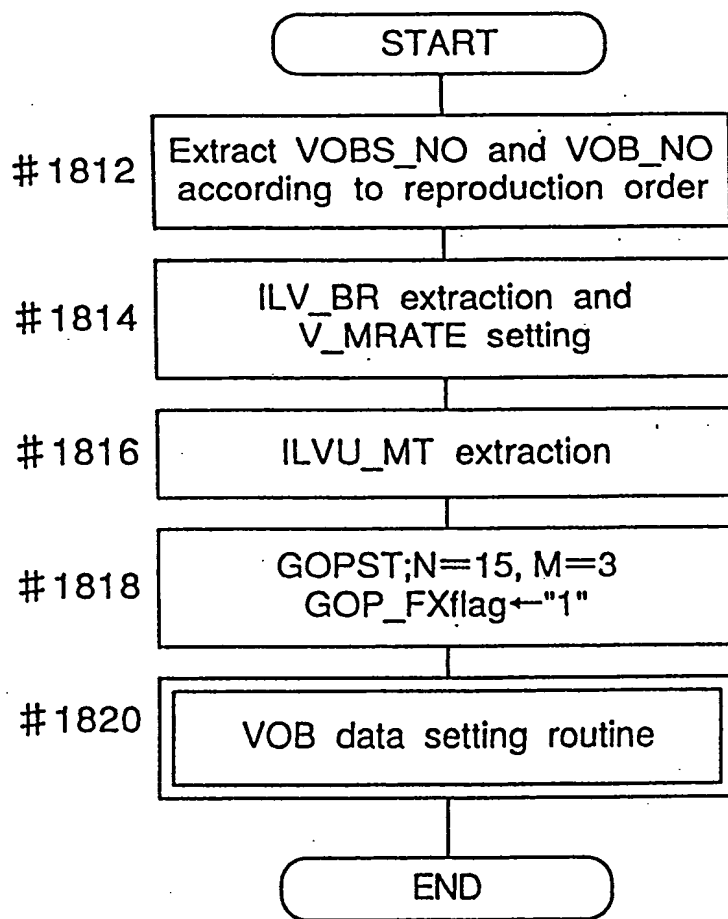


Fig.36

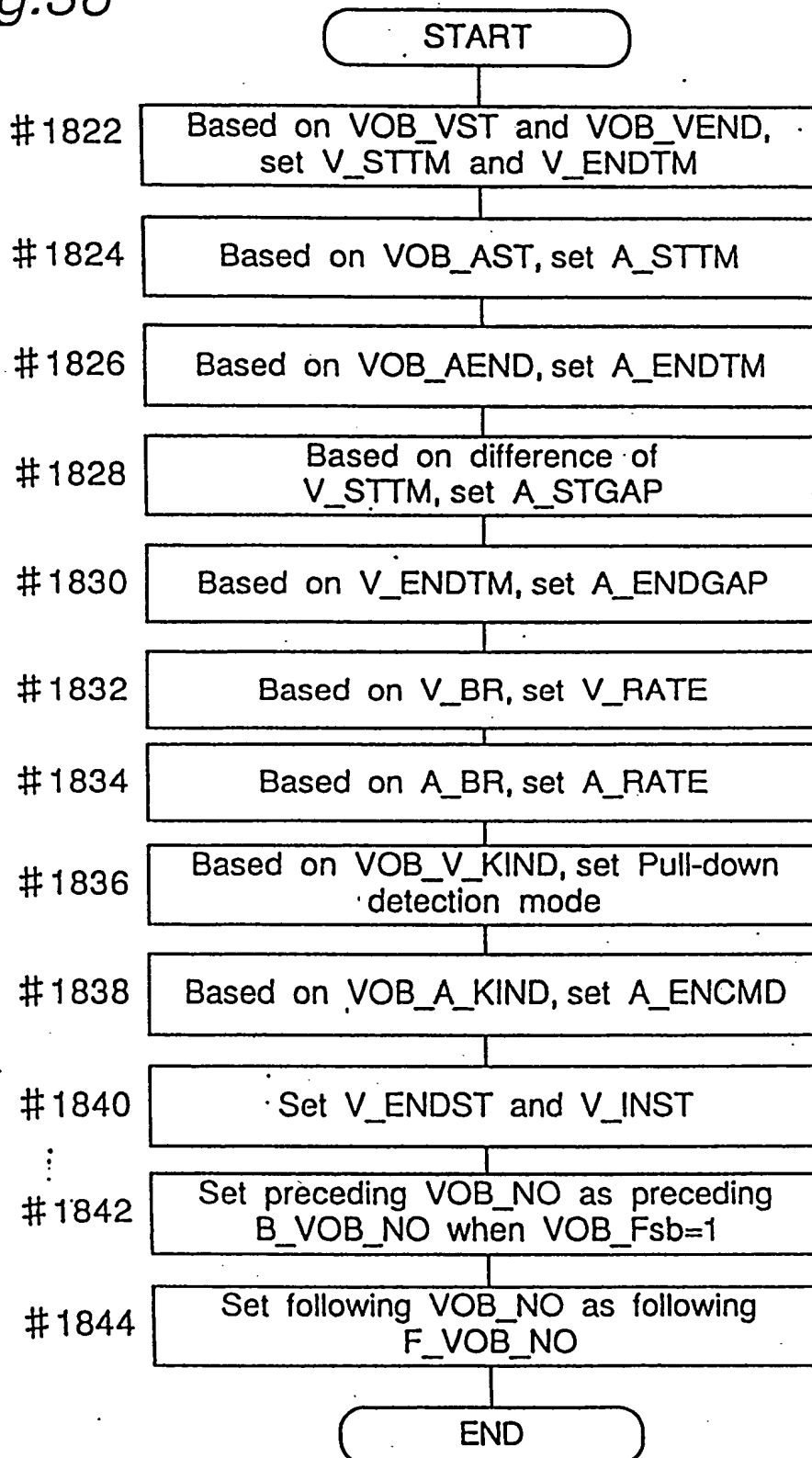


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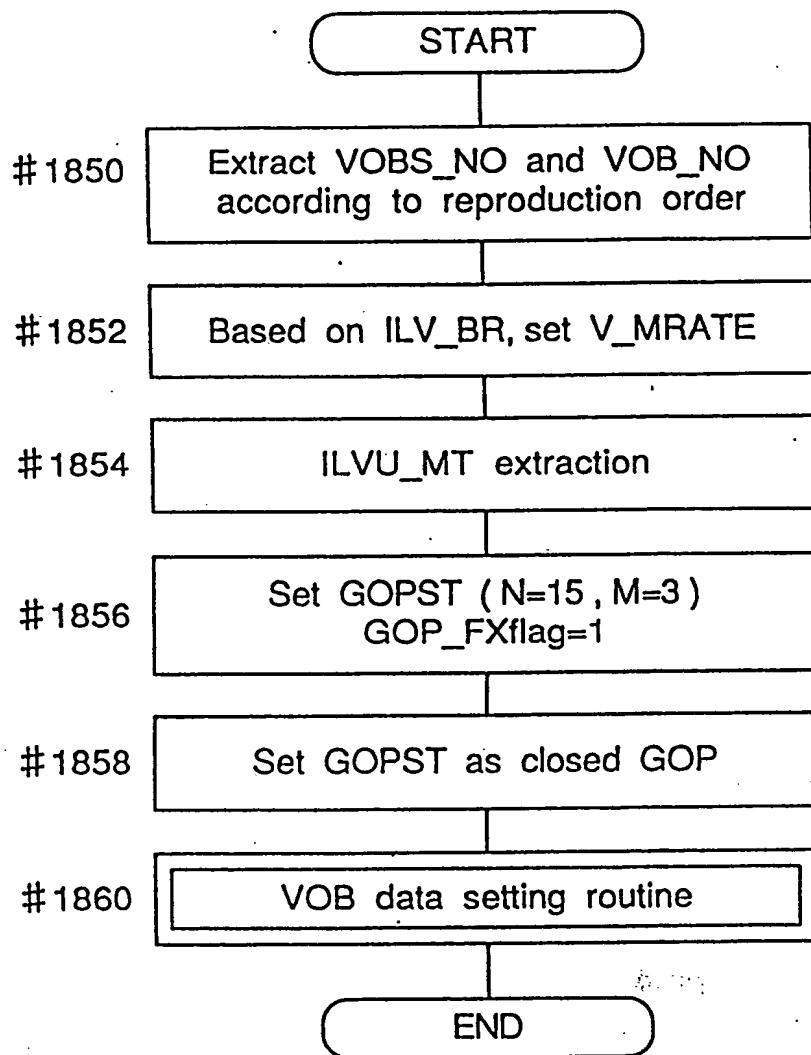




Fig.38

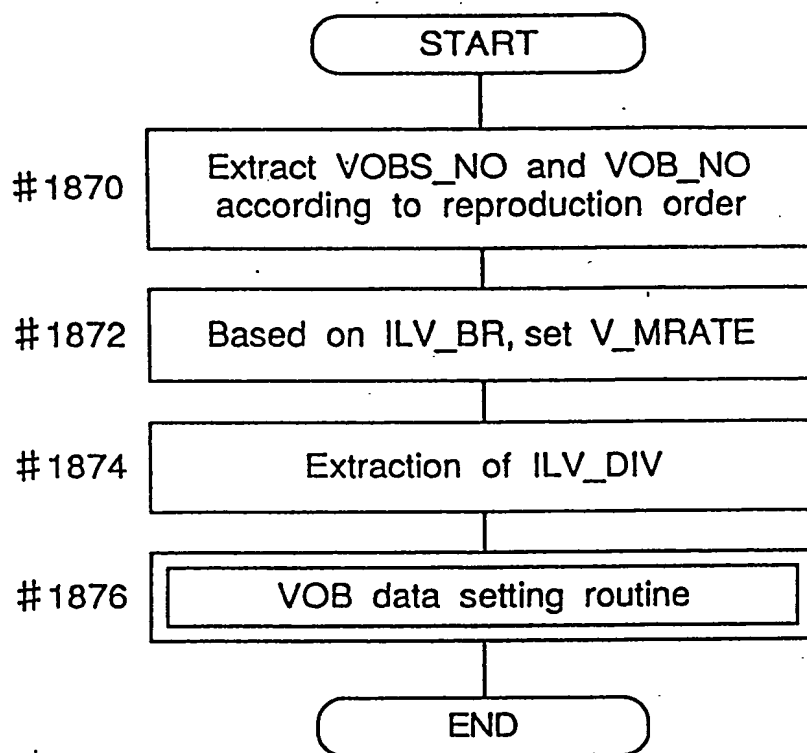


Fig.39

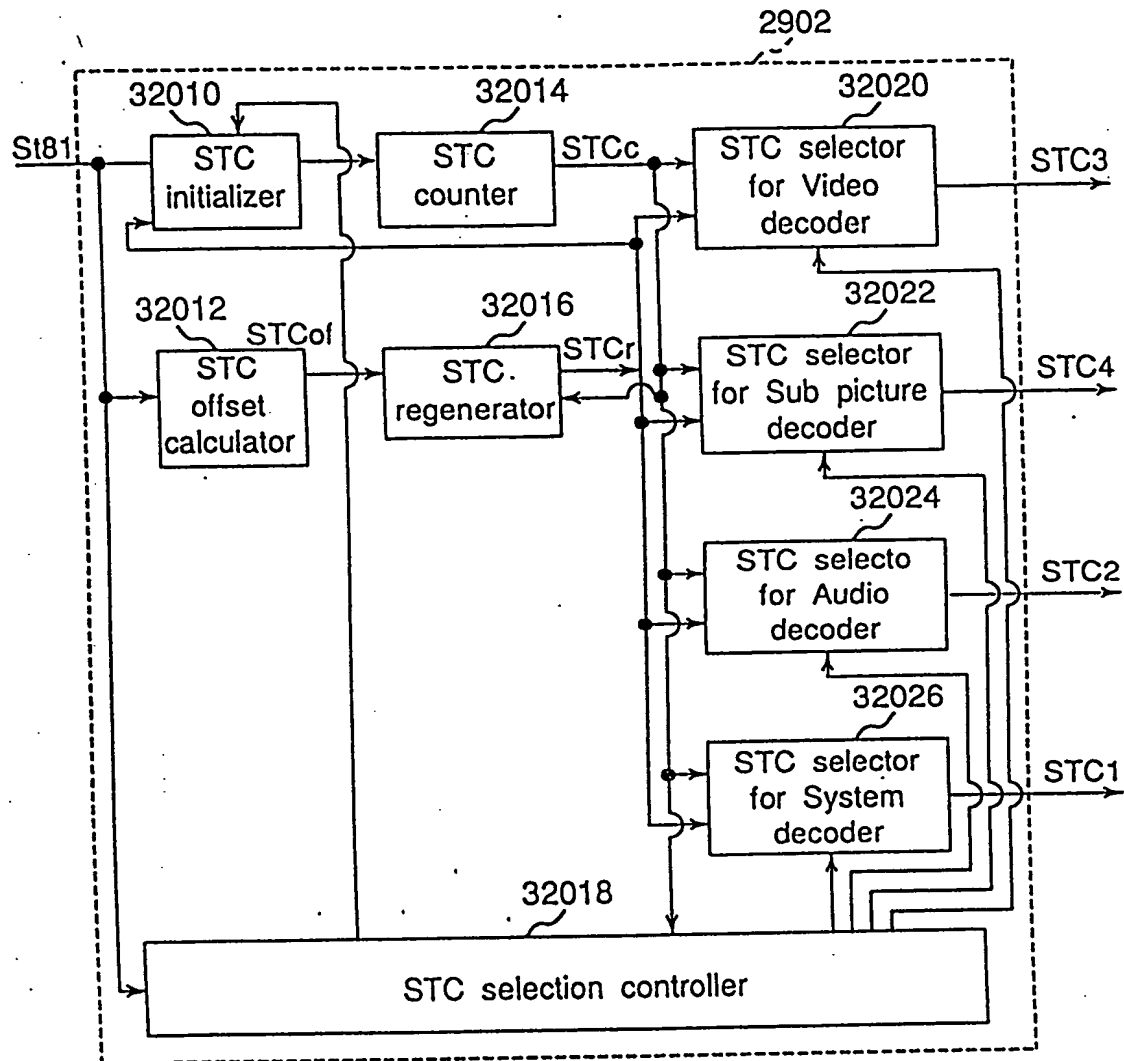


Fig.40A

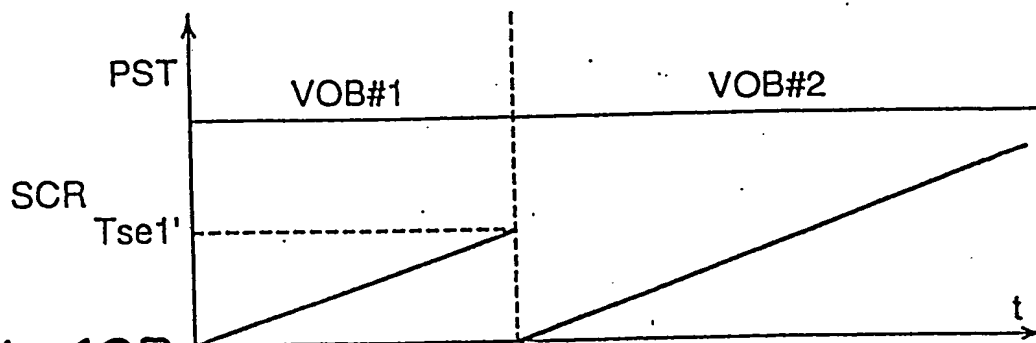


Fig.40B

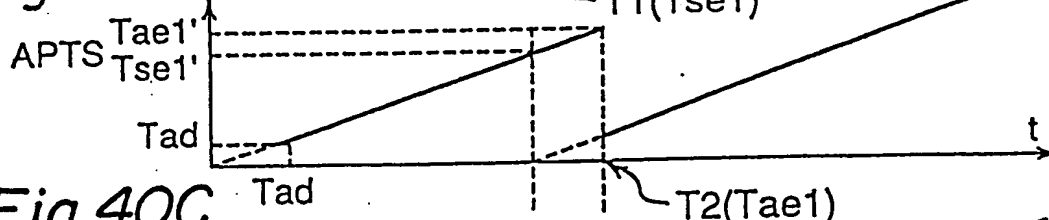


Fig.40C

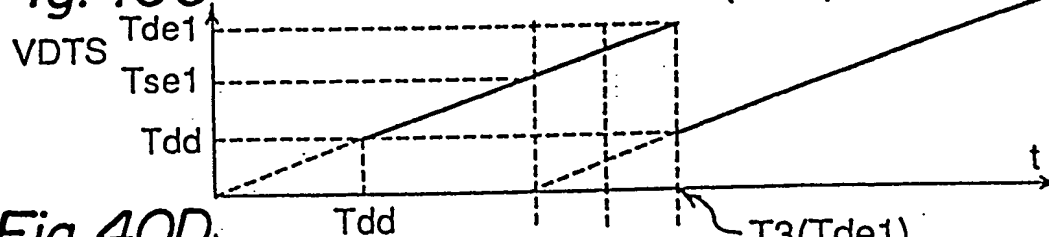


Fig.40D

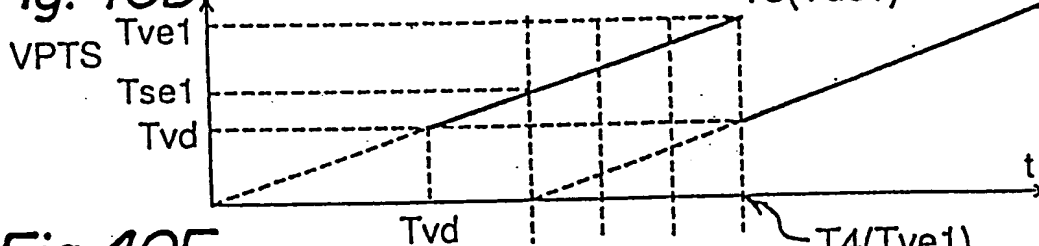


Fig.40E

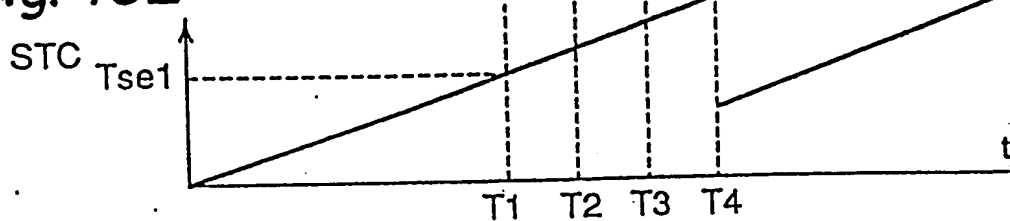


Fig.41

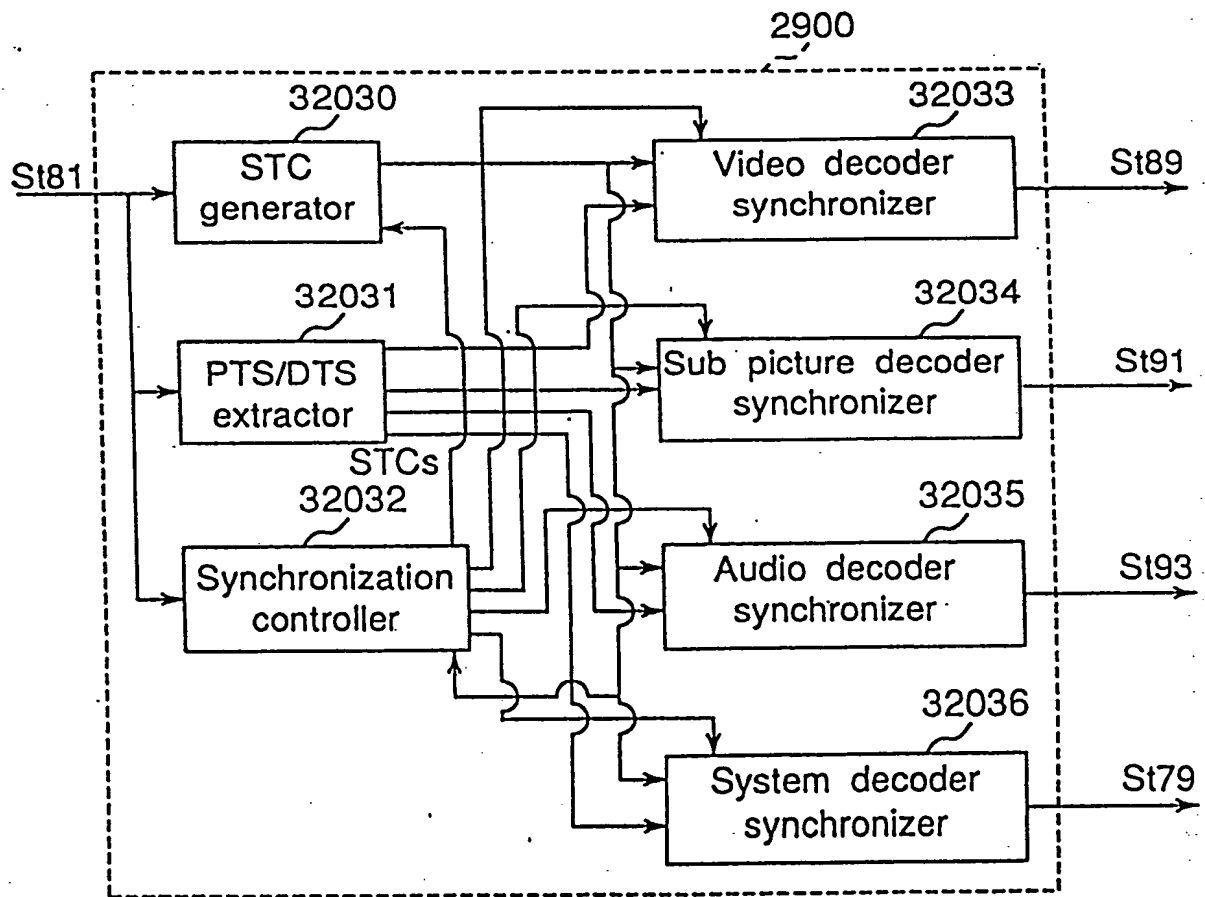


Fig.42

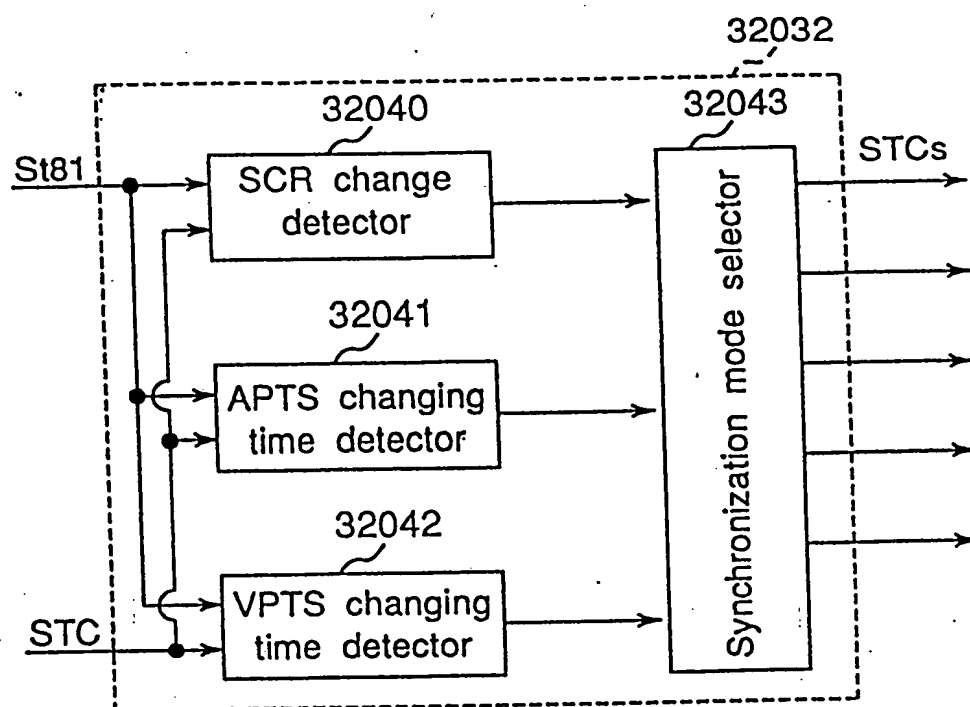


Fig.43

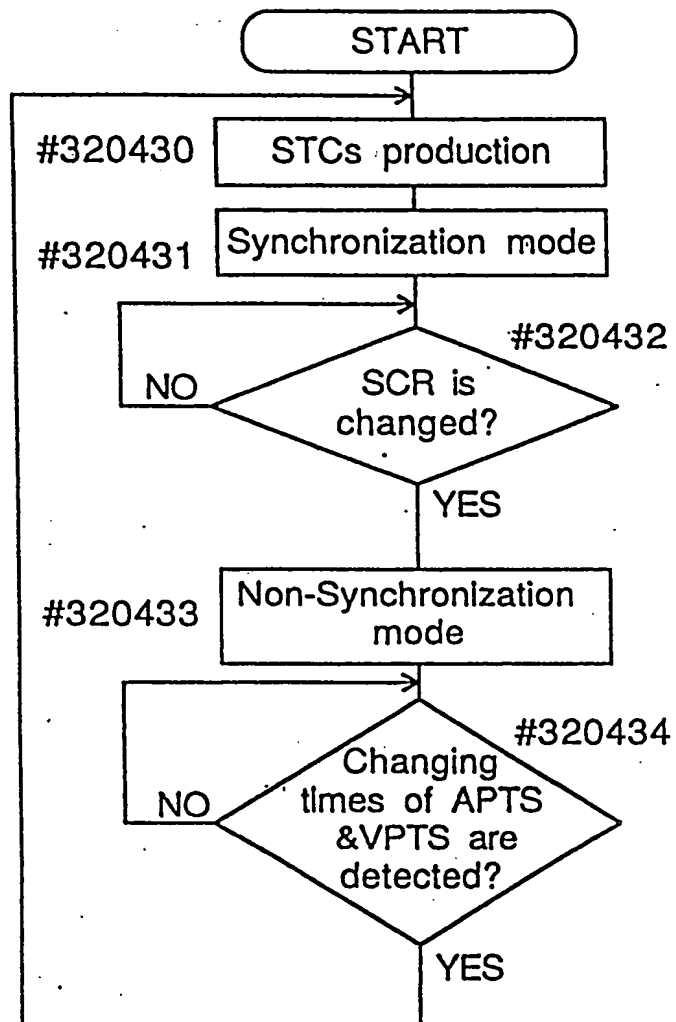


Fig.44A

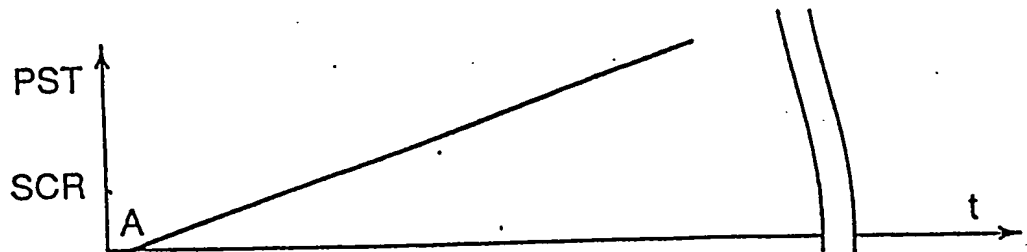


Fig.44B

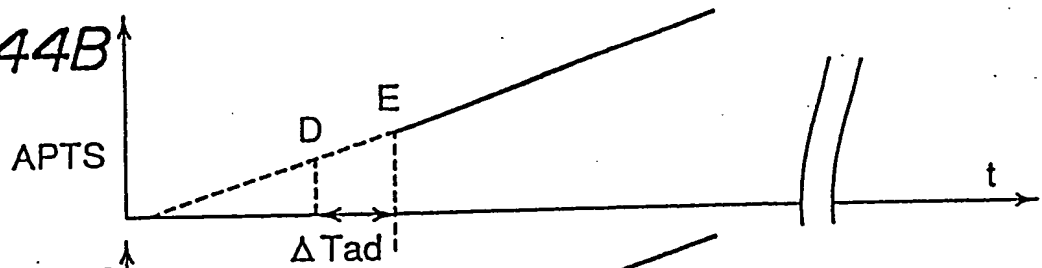


Fig.44C

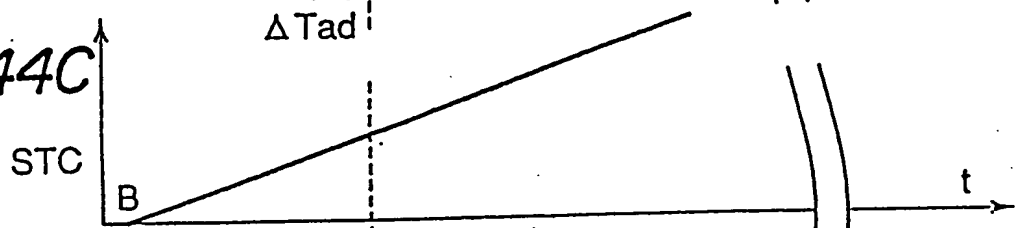


Fig.44D

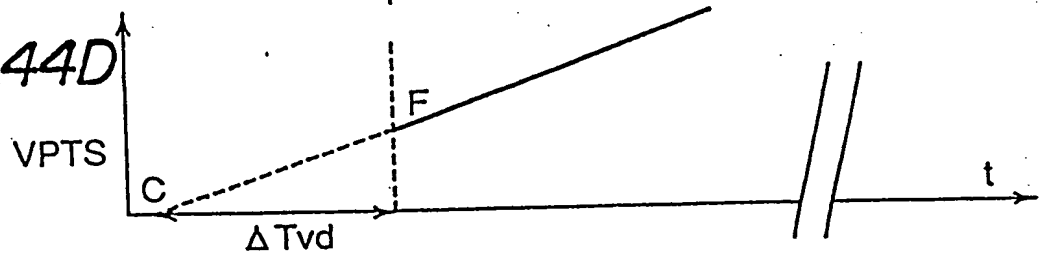


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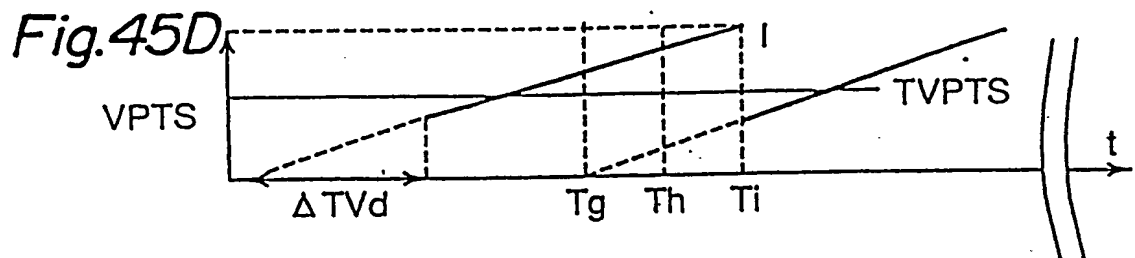
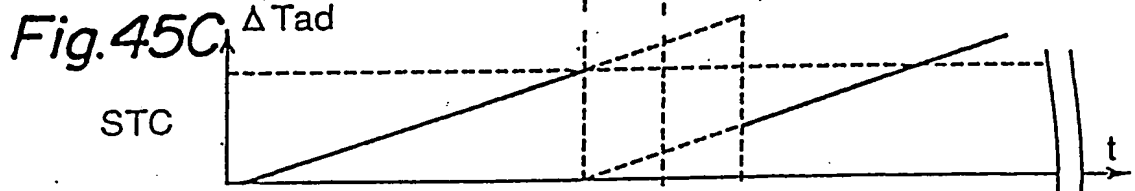
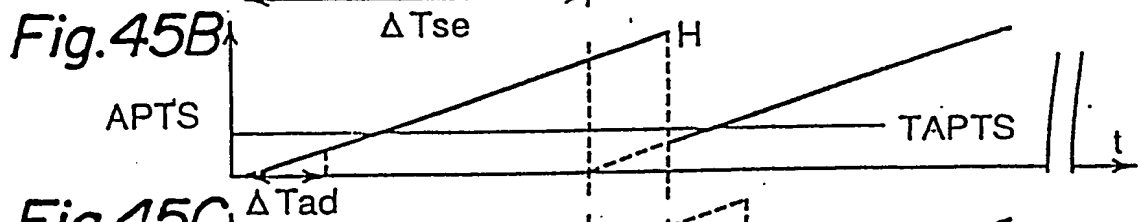
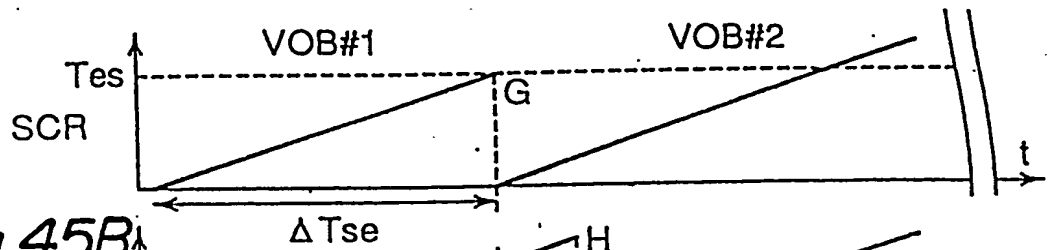




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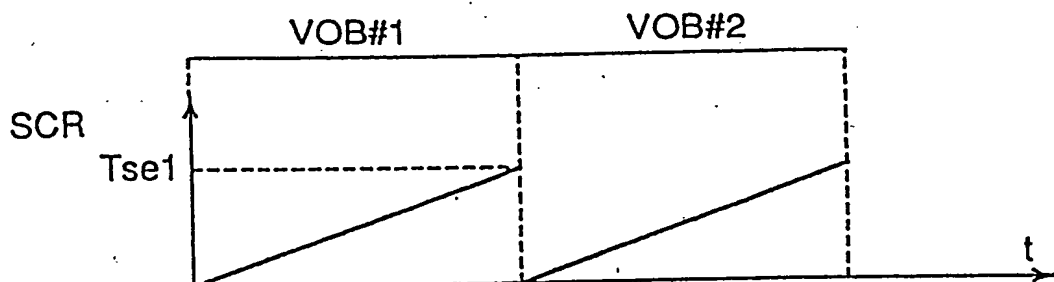


Fig.46B

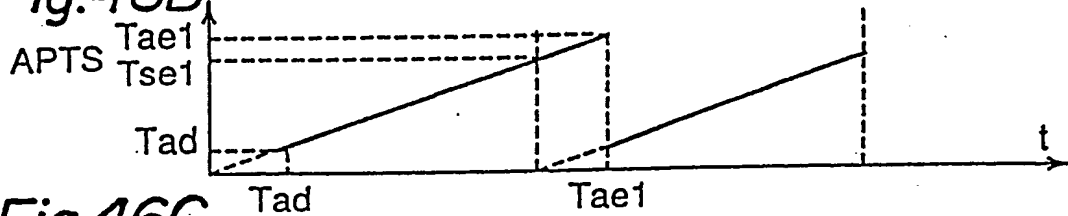


Fig.46C

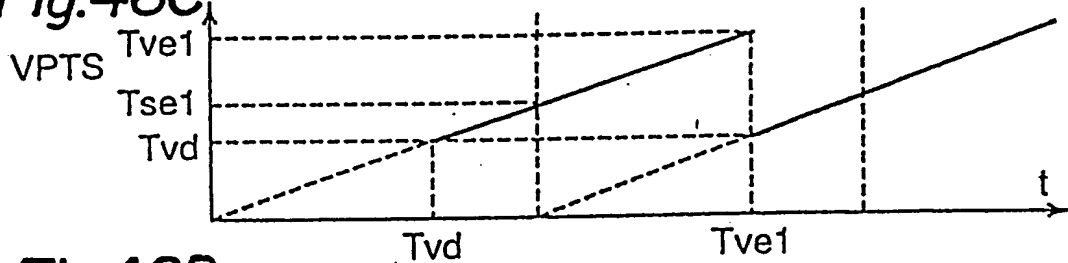


Fig.46D

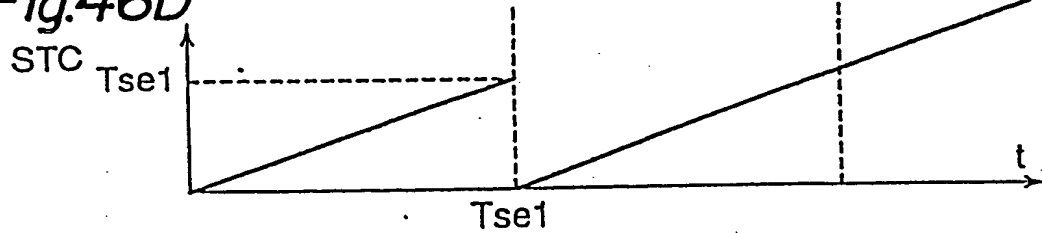


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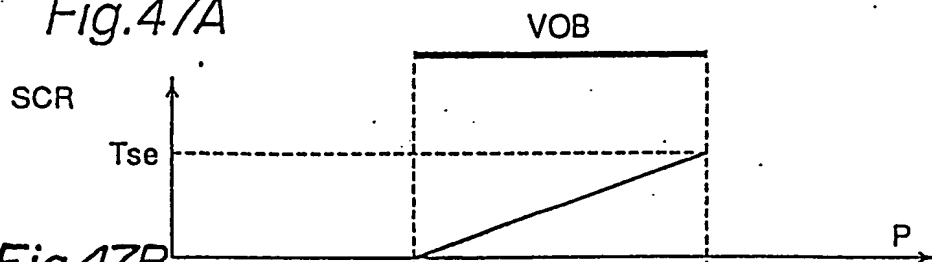


Fig.47B

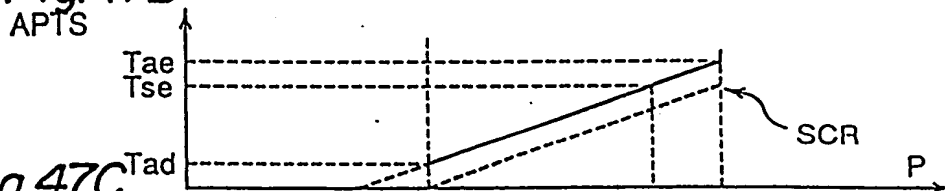


Fig.47C

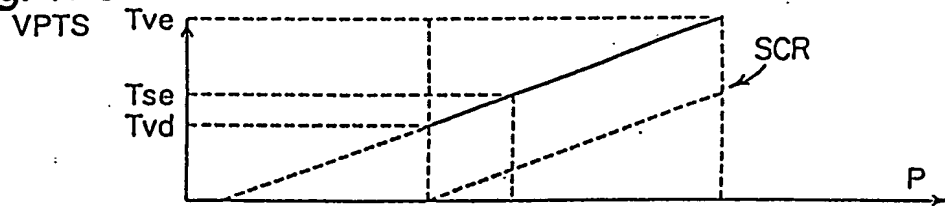


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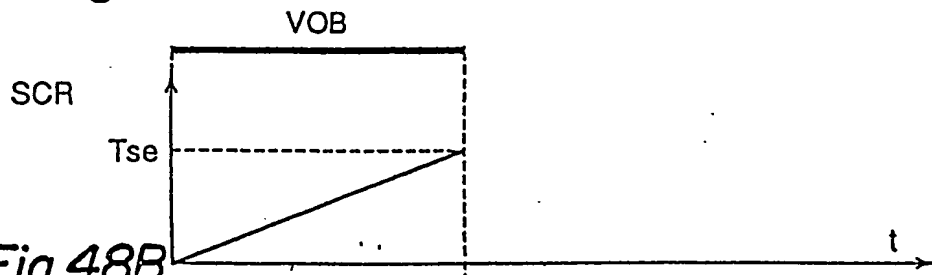


Fig.48B

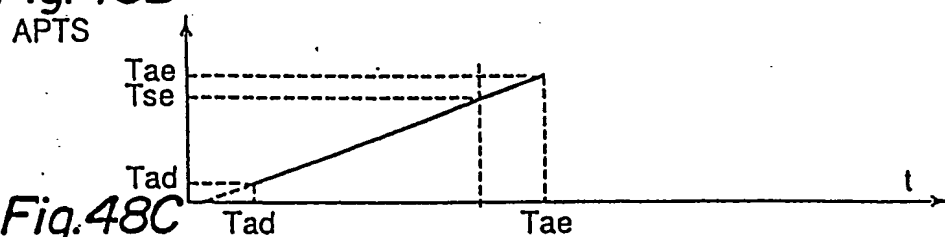


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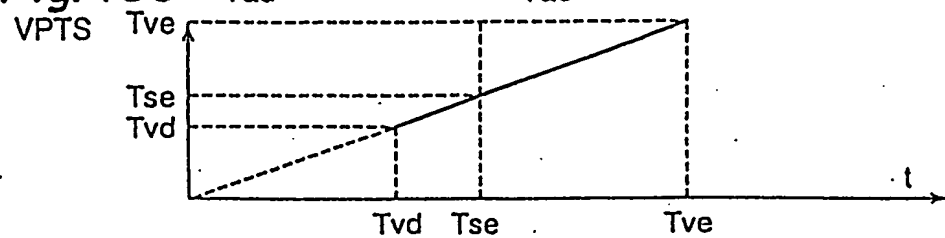


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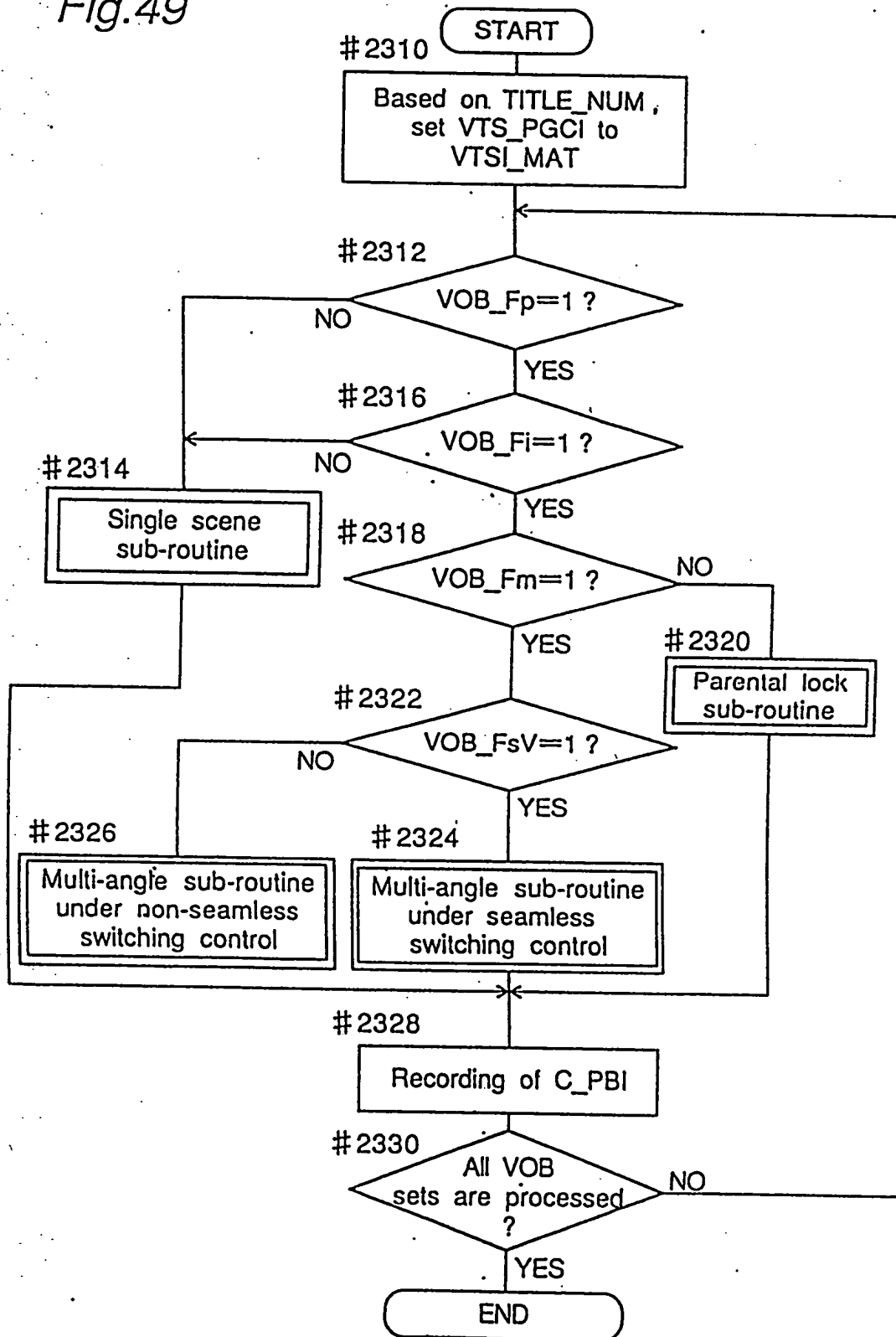


Fig.50

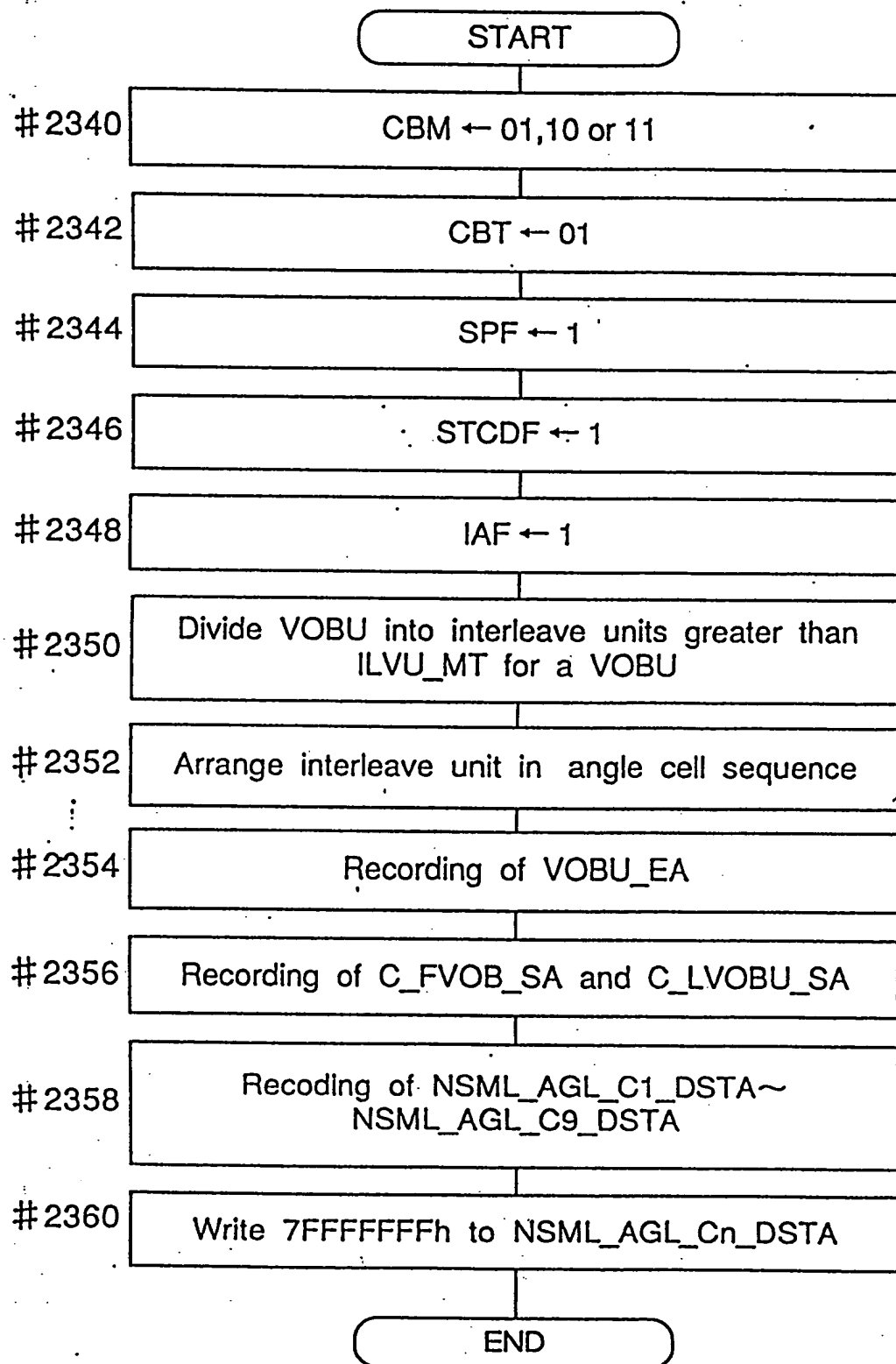


Fig.51

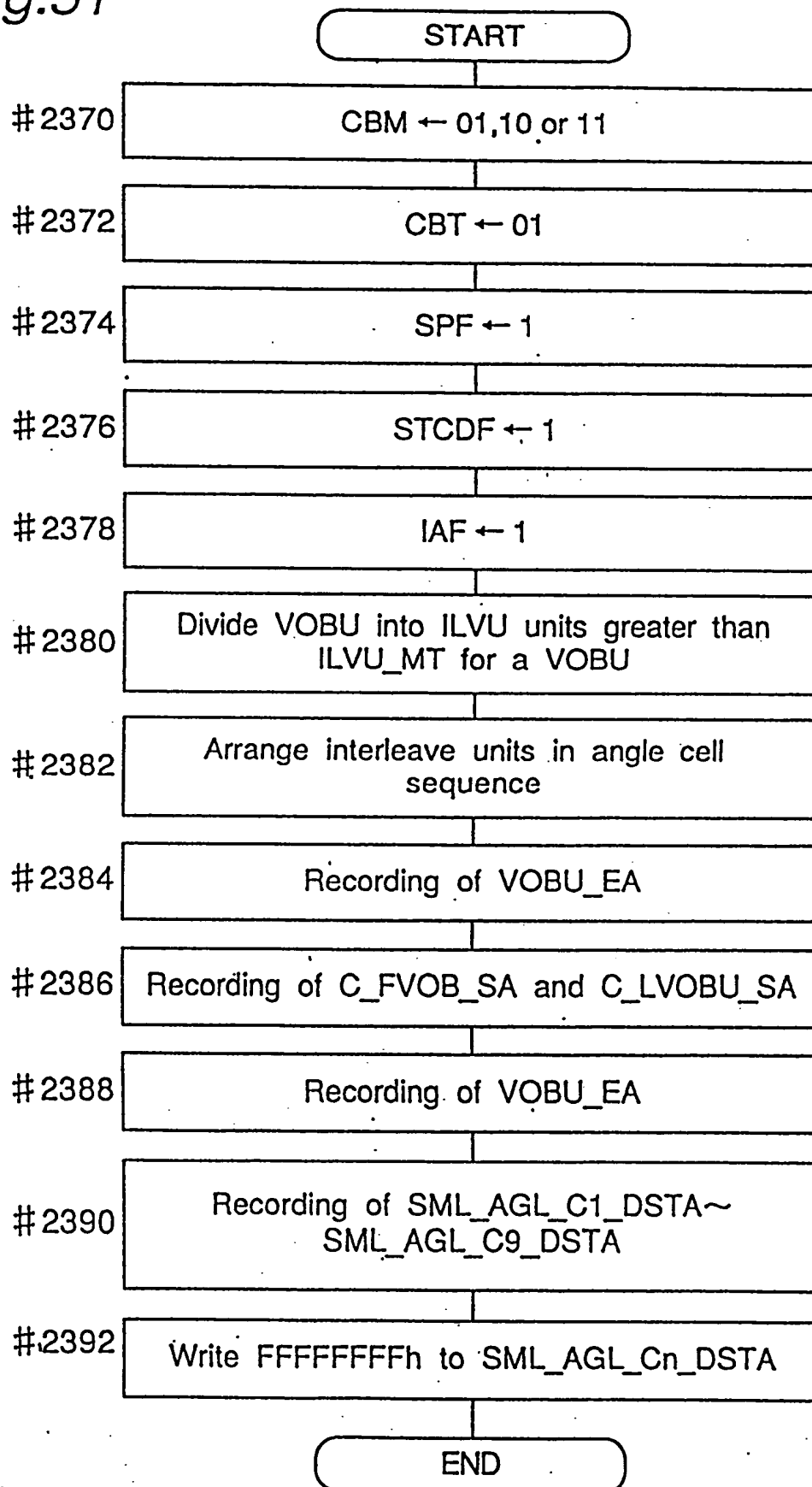


Fig.52

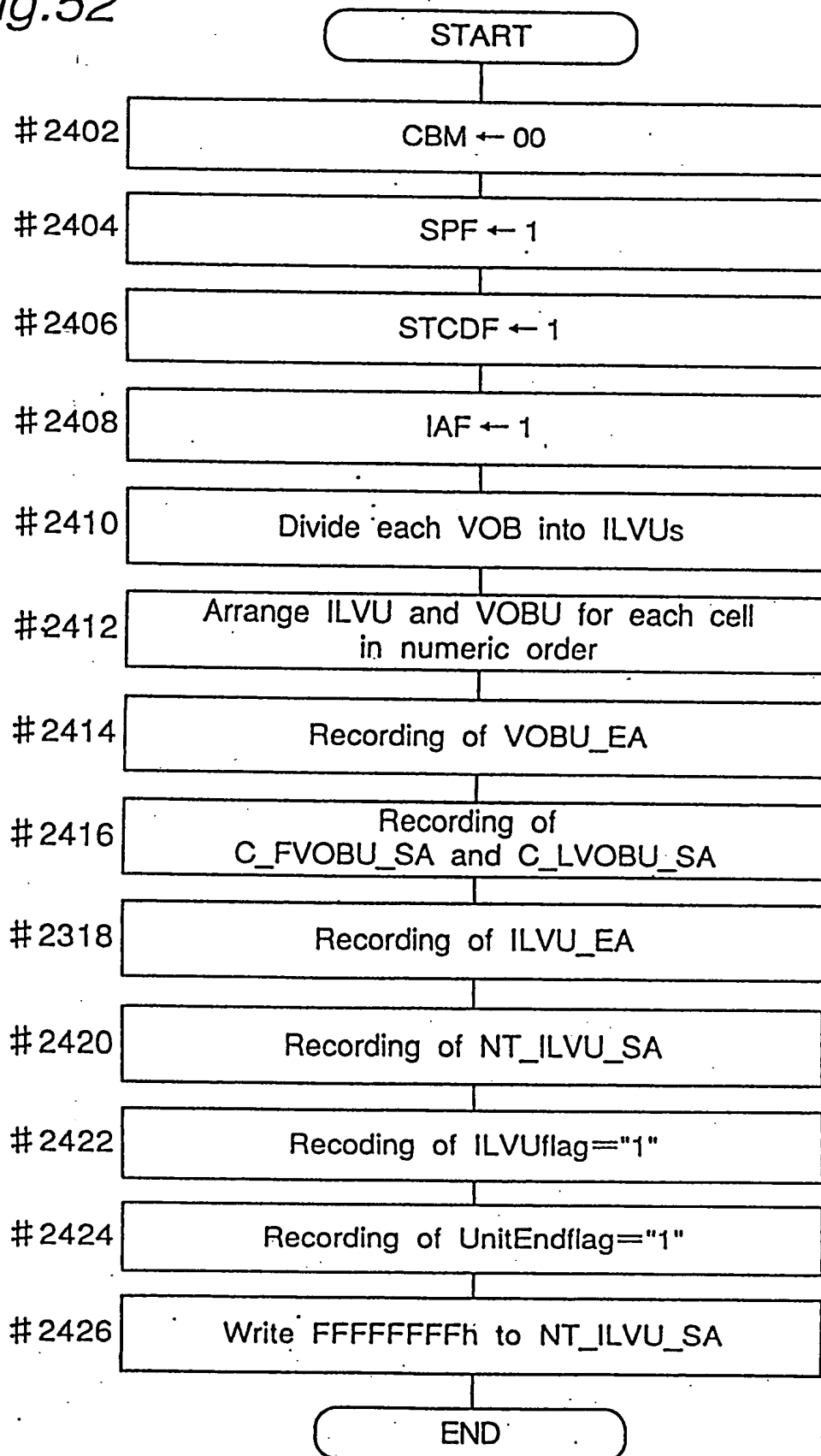


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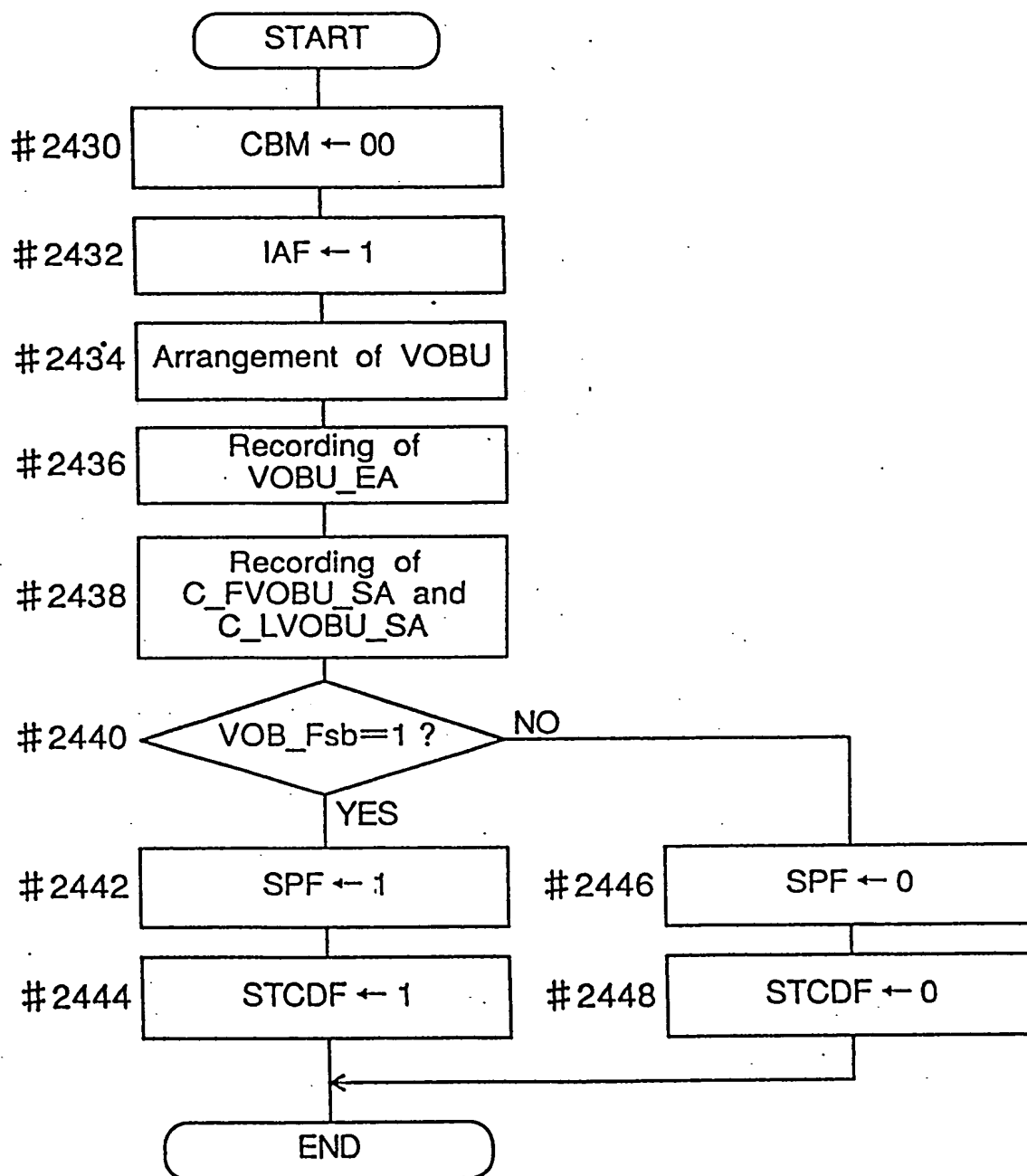


Fig.54

Scenario info. register		Register Name	Value
Cell information register	Cell block mode (CBM_reg)	Angle No. (ANGLE_NO_reg)	
		VTS No. (VTS_NO_reg)	
		PGC No. (VTS_PGC_NO_reg)	
		Audio ID (AUDIO_ID_reg)	
		Sub-picture ID (SP_ID_reg)	
		SCR buffer (SCR_buffer)	
		Register Name	
	Cellblock type (CBT_reg)	N_BLOCK: Not a Cell in the block	
		F_CELL: First Cell in the block	
		BLOCK: Cell in the block	
		L_CELL: Last Cell in the block	
		N_BLOCK: Not a part of in the block	
		A_BLOCK: Angle block	
		SML: A Cell shall be presented seamlessly	
	Seamless reproduction flag (SPF_reg)	NSML: A Cell shall not be presented seamlessly	
		N_ILVB: Exist in the Contiguous block	
		ILVB: Exist in the Interleaved block	
		STC_NRESET: STC reset is not necessary	
		STC_RESET: STC reset is necessary	
		SML: A Cell shall be presented seamlessly	
		NSML: A Cell shall not be presented seamlessly	
	Seamless angle switching flag (SACF_reg)	Starting address of first VOB in cell (C_FVOBU_SA_reg)	
		Starting address of last VOB in cell (C_LVOBU_SA_reg)	



Fig.55

Information registers for Non-seamless multi-angle control	Register Name	
	N.A.N.A. 1 (NSML_AGL_C1_DSTA_reg)	
	N.A.N.A. 2 (NSML_AGL_C2_DSTA_reg)	
	N.A.N.A. 3 (NSML_AGL_C3_DSTA_reg)	
	N.A.N.A. 4 (NSML_AGL_C4_DSTA_reg)	
	N.A.N.A. 5 (NSML_AGL_C5_DSTA_reg)	
	N.A.N.A. 6 (NSML_AGL_C6_DSTA_reg)	
	N.A.N.A. 7 (NSML_AGL_C7_DSTA_reg)	
	N.A.N.A. 8 (NSML_AGL_C8_DSTA_reg)	
	N.A.N.A. 9 (NSML_AGL_C9_DSTA_reg)	
Information registers for seamless multi-angle control	Register Name	
	S.A.S.A. 1 (SML_AGL_C1_DSTA_reg)	
	S.A.S.A. 2 (SML_AGL_C2_DSTA_reg)	
	S.A.S.A. 3 (SML_AGL_C3_DSTA_reg)	
	S.A.S.A. 4 (SML_AGL_C4_DSTA_reg)	
	S.A.S.A. 5 (SML_AGL_C5_DSTA_reg)	
	S.A.S.A. 6 (SML_AGL_C6_DSTA_reg)	
	S.A.S.A. 7 (SML_AGL_C7_DSTA_reg)	
	S.A.S.A. 8 (SML_AGL_C8_DSTA_reg)	
	S.A.S.A. 9 (SML_AGL_C9_DSTA_reg)	
VOBU info. Register	Register Name	
	VOBU final address (VOBU_EA_reg)	
Registers for seamless reproduction	Register Name.	Value
	Interleave unit flag (ILVU_flag_reg)	ILVU: VOB is in ILVU
		N_ILVU: VOB is not in ILVU
	Unit end flag (UNIT_END_flag_reg)	END: At the end of ILVU
		N_END: Not at the end of ILVU
	Final pack address of ILVU (ILVU_EA_reg)	
	Starting address of next ILVU (NT_ILVU_SA_reg)	
	I. V. F. P. S. T. (VOB_V_SPTM_reg)	
	F. V. F. P. T. T. (VOB_V_EPTM_reg)	
	Audio reproduction stopping time 1 (VOB_A_STP_PTM1_reg)	
	Audio reproduction stopping time 2 (VOB_A_STP_PTM2_reg)	
	Audio reproduction stopping period 1 (VOB_A_GAP_LEN1_reg)	
	Audio reproduction stopping period 2 (VOB_A_GAP_LEN2_reg)	

Fig.56

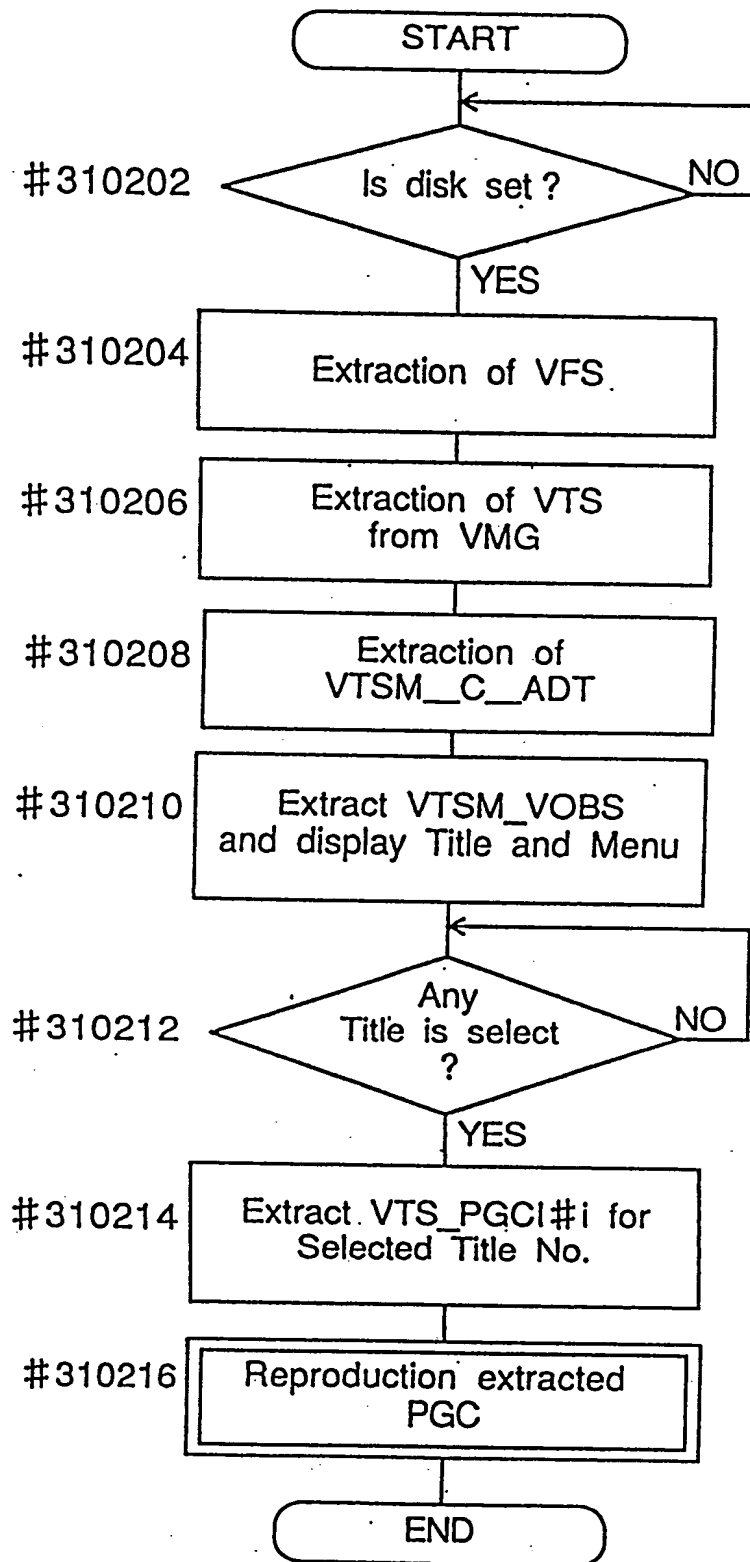


Fig.57

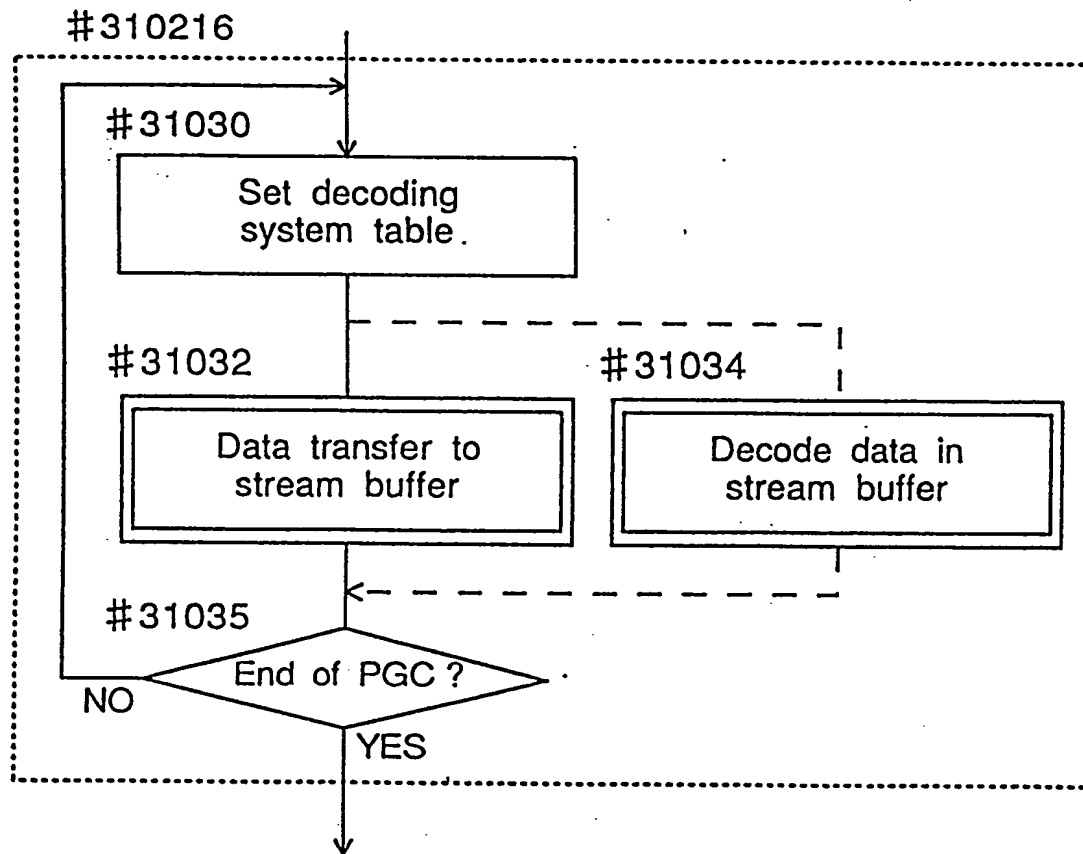


Fig.58

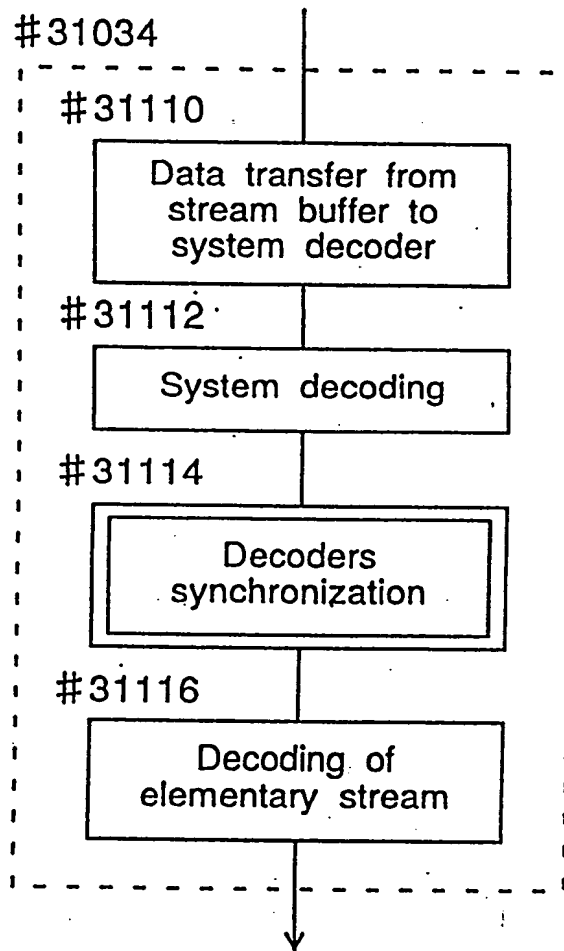
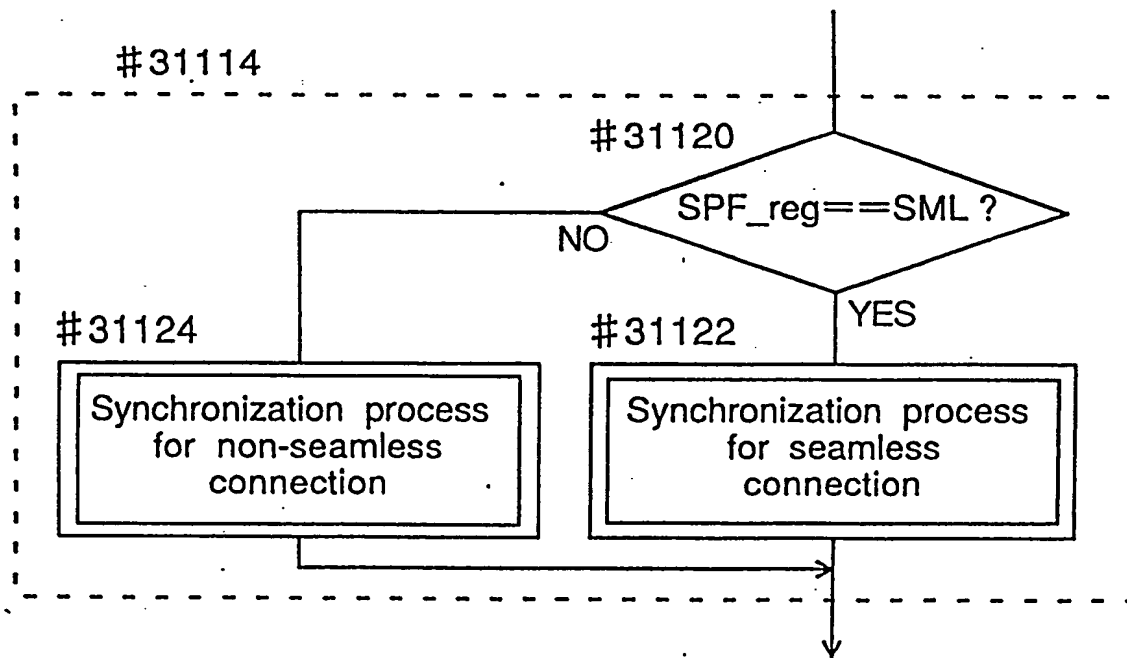


Fig.59



*Fig.60*

#31124

Output STCc to STC  
selectors for System,  
Audio, Video, and Sub  
picture decoders

Fig.61

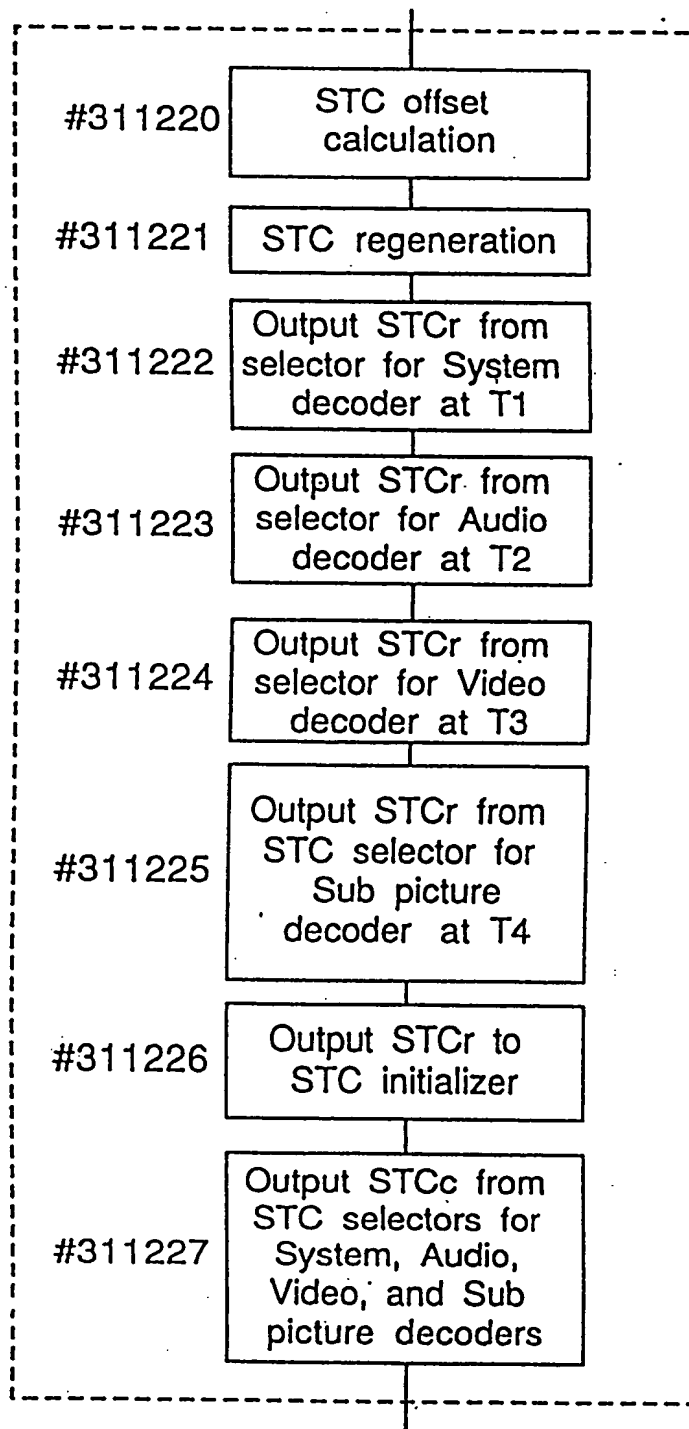


Fig.62

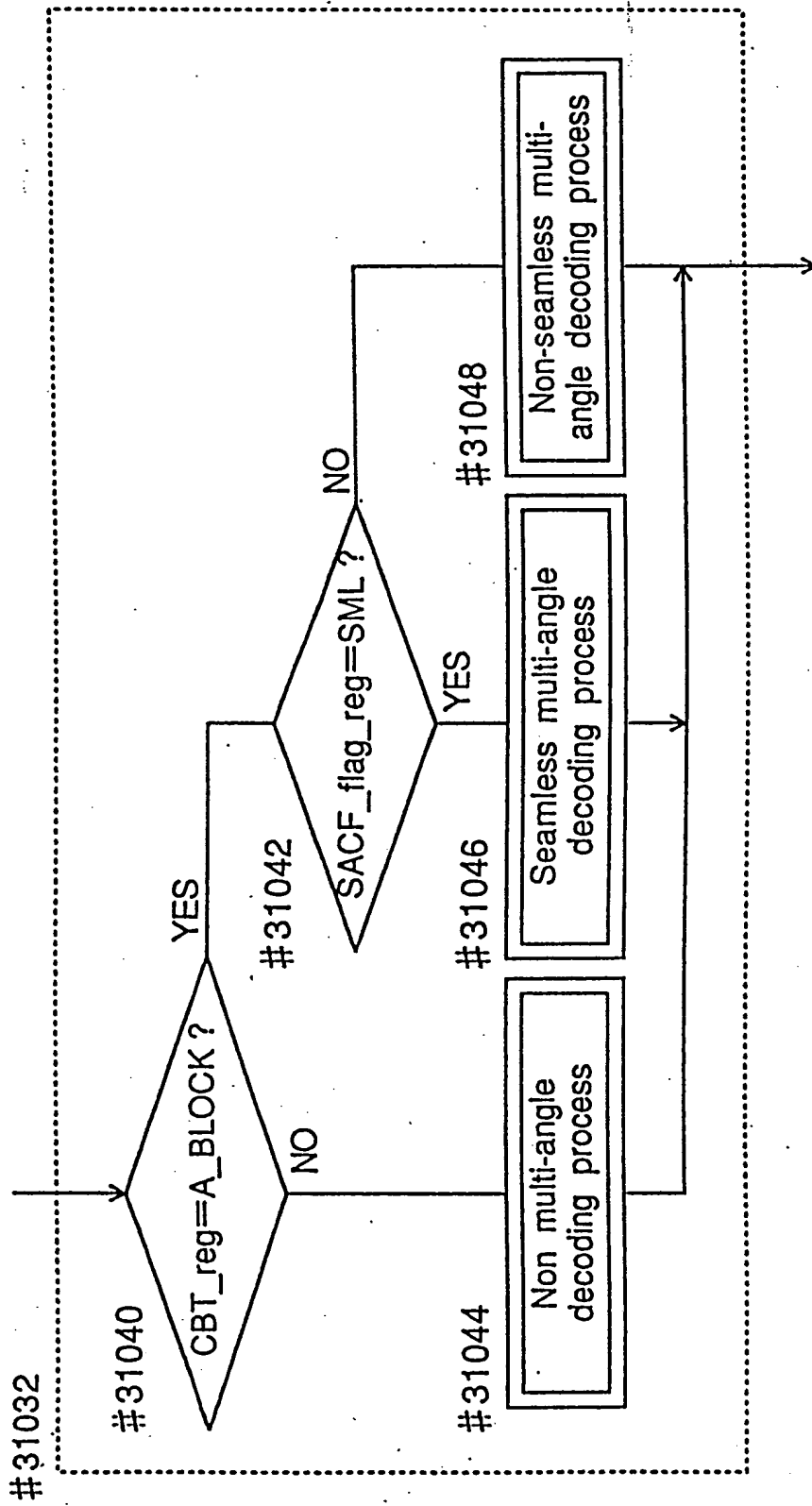




Fig.63

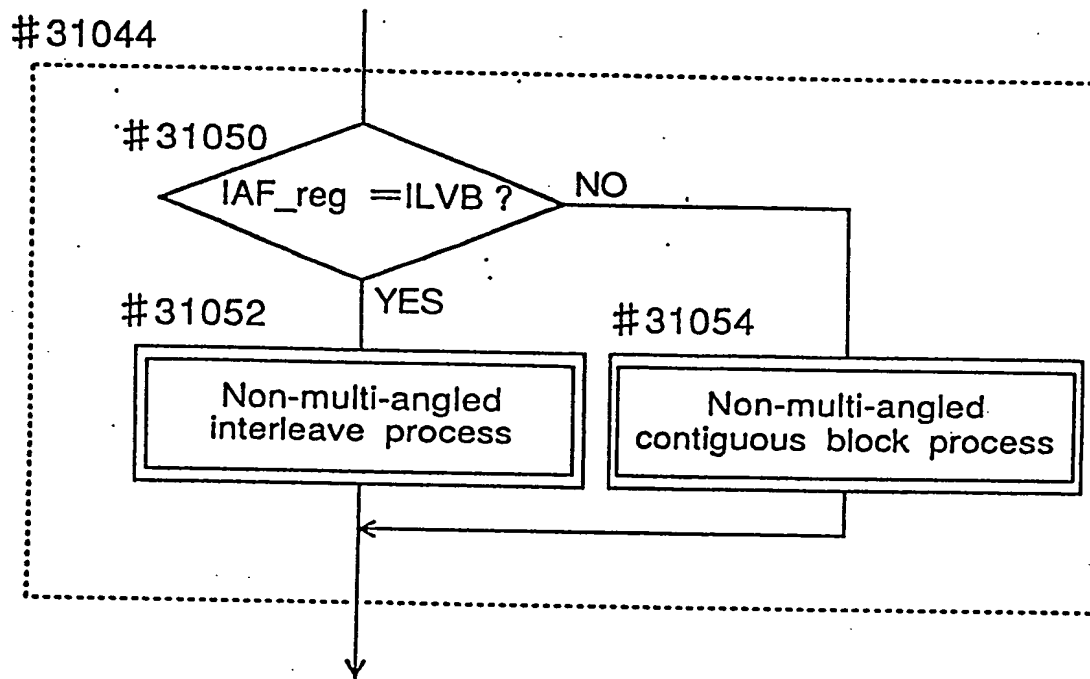


Fig.64

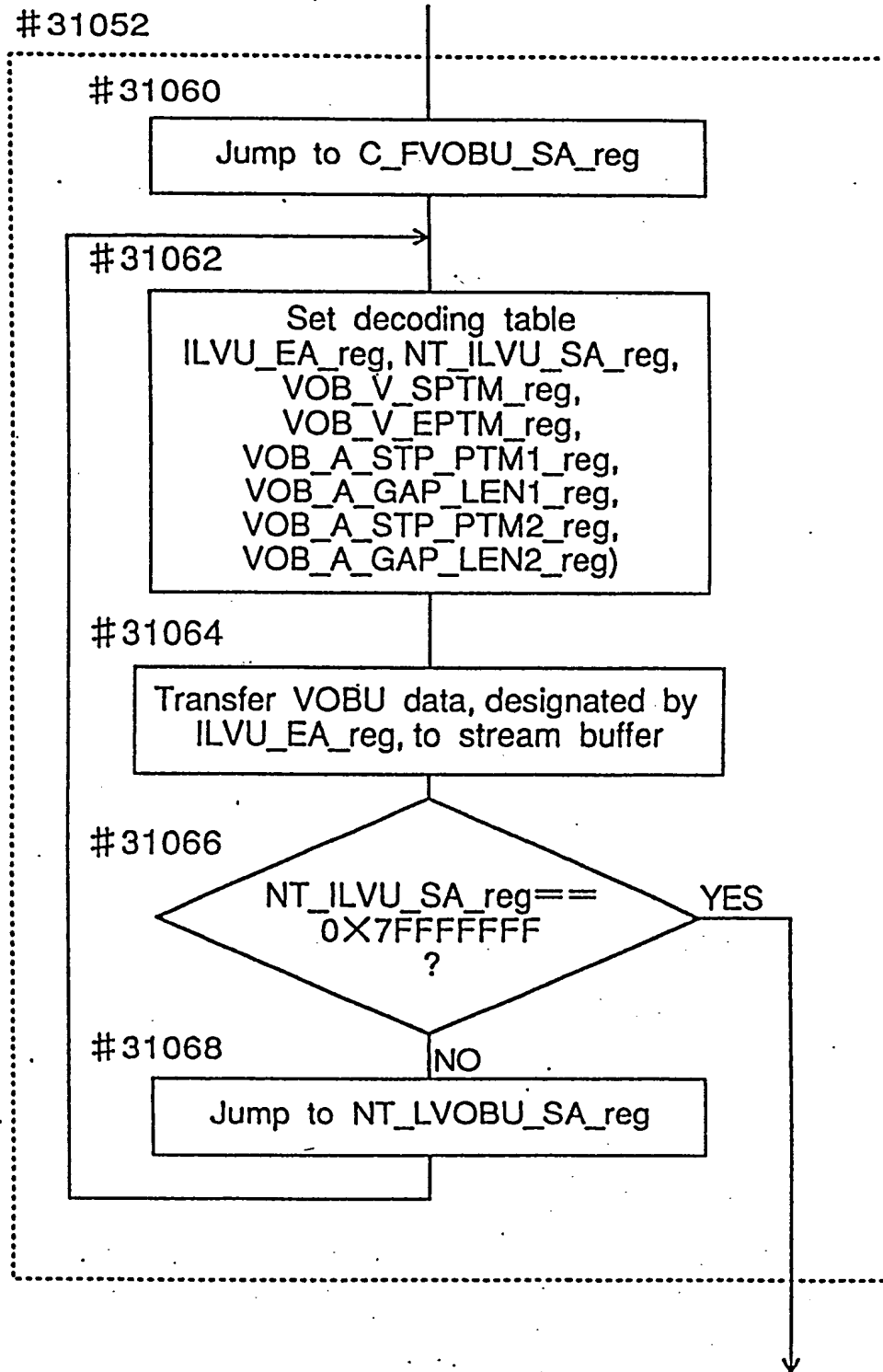


Fig.65

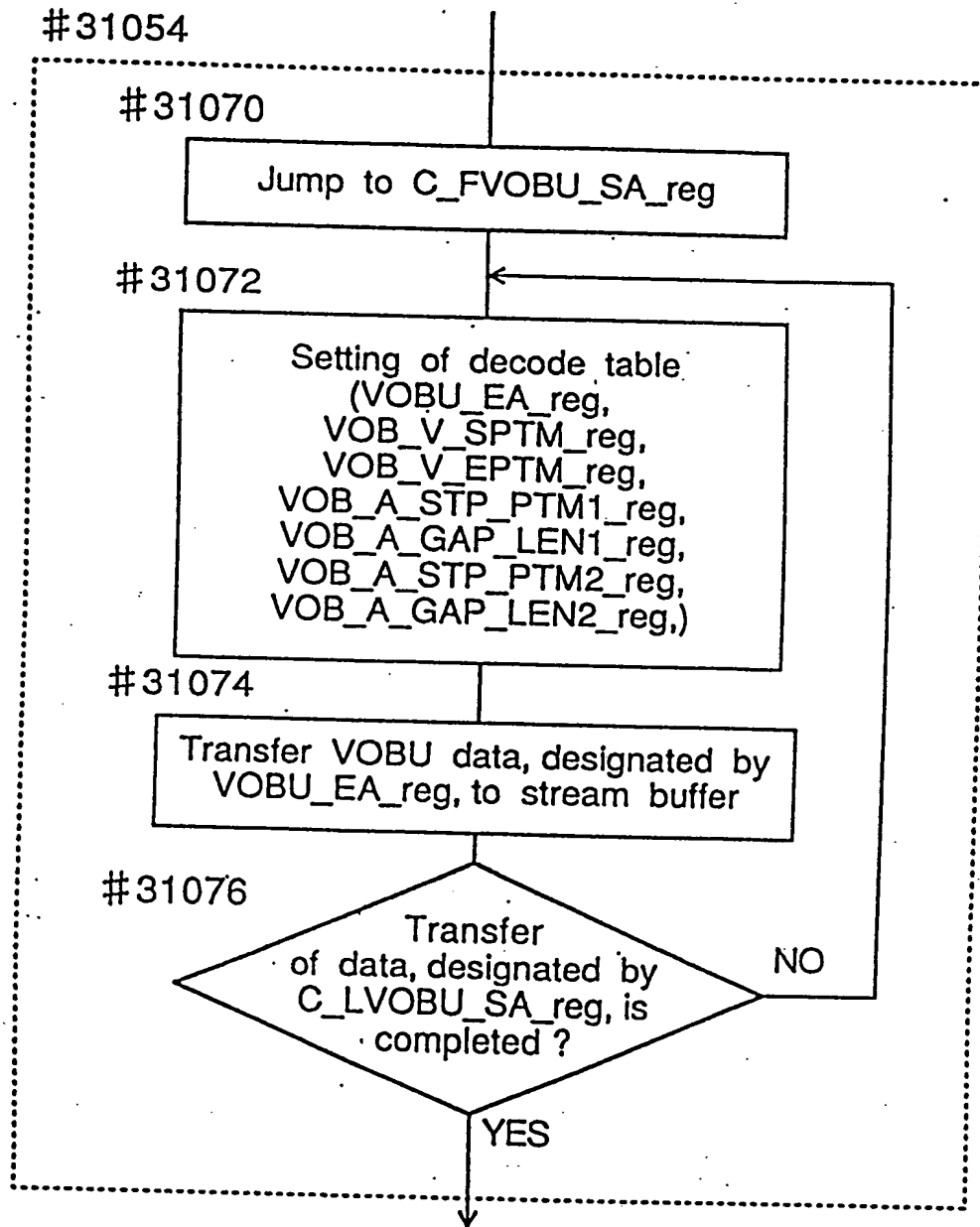


Fig.66

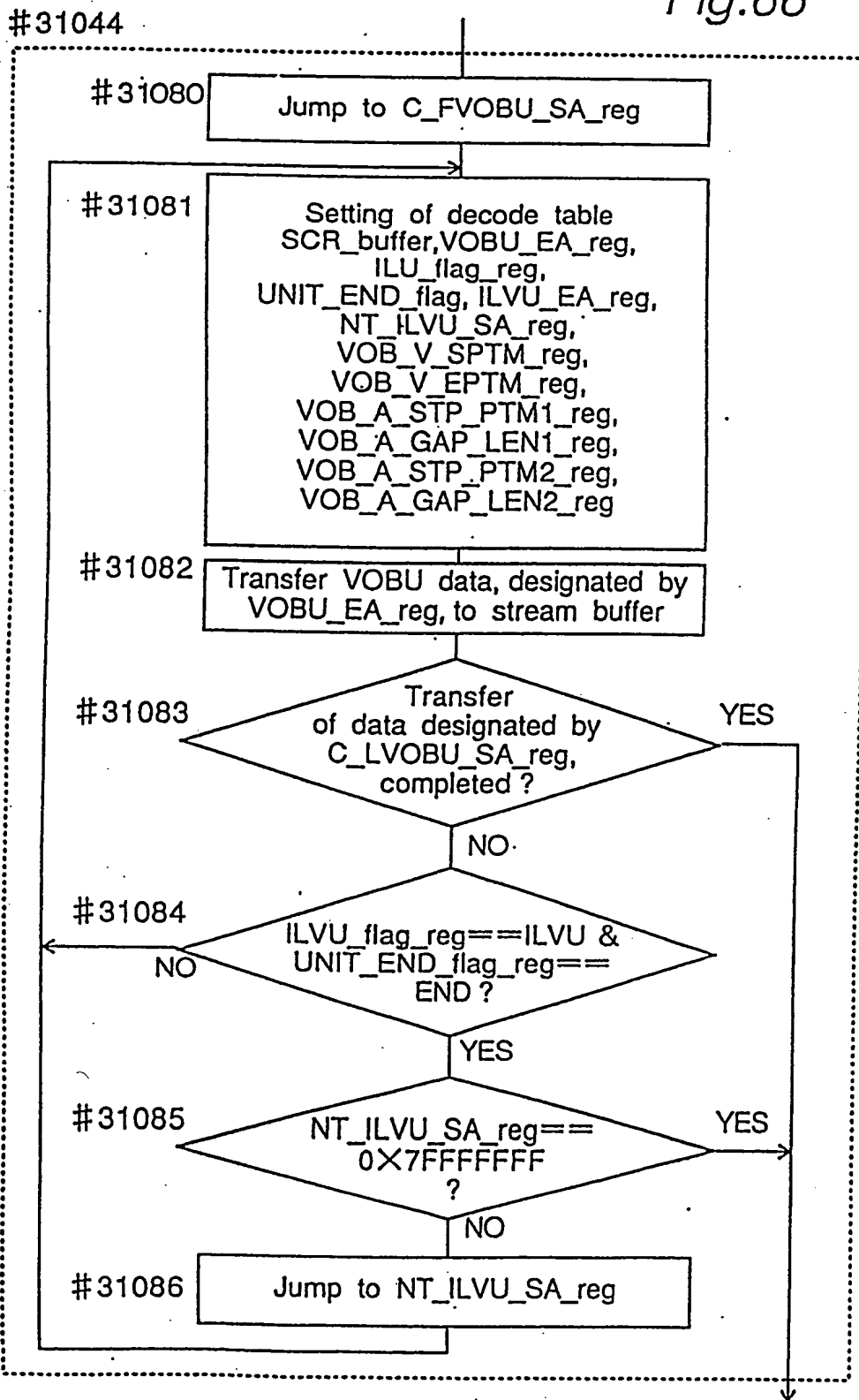


Fig.67

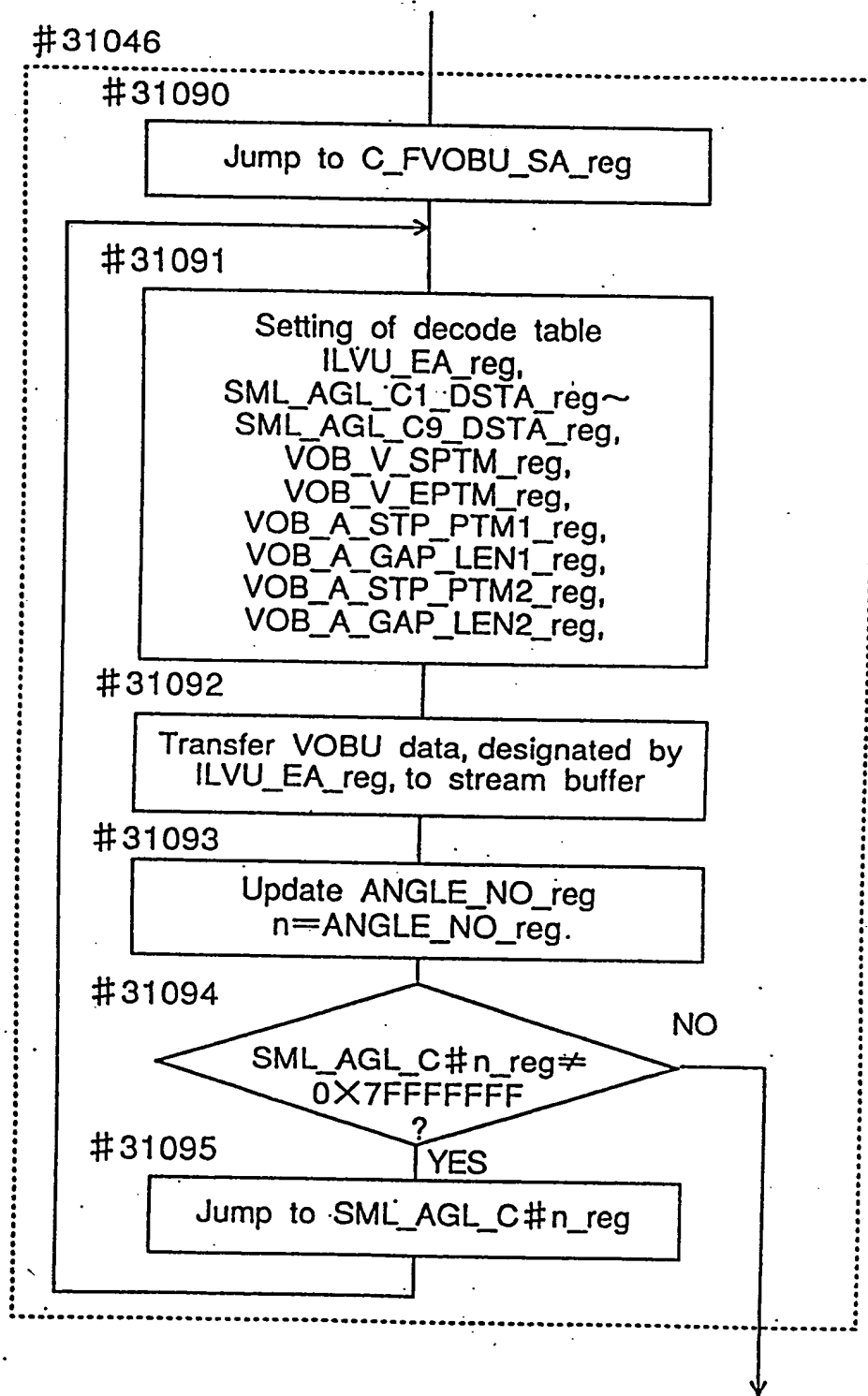


Fig.68

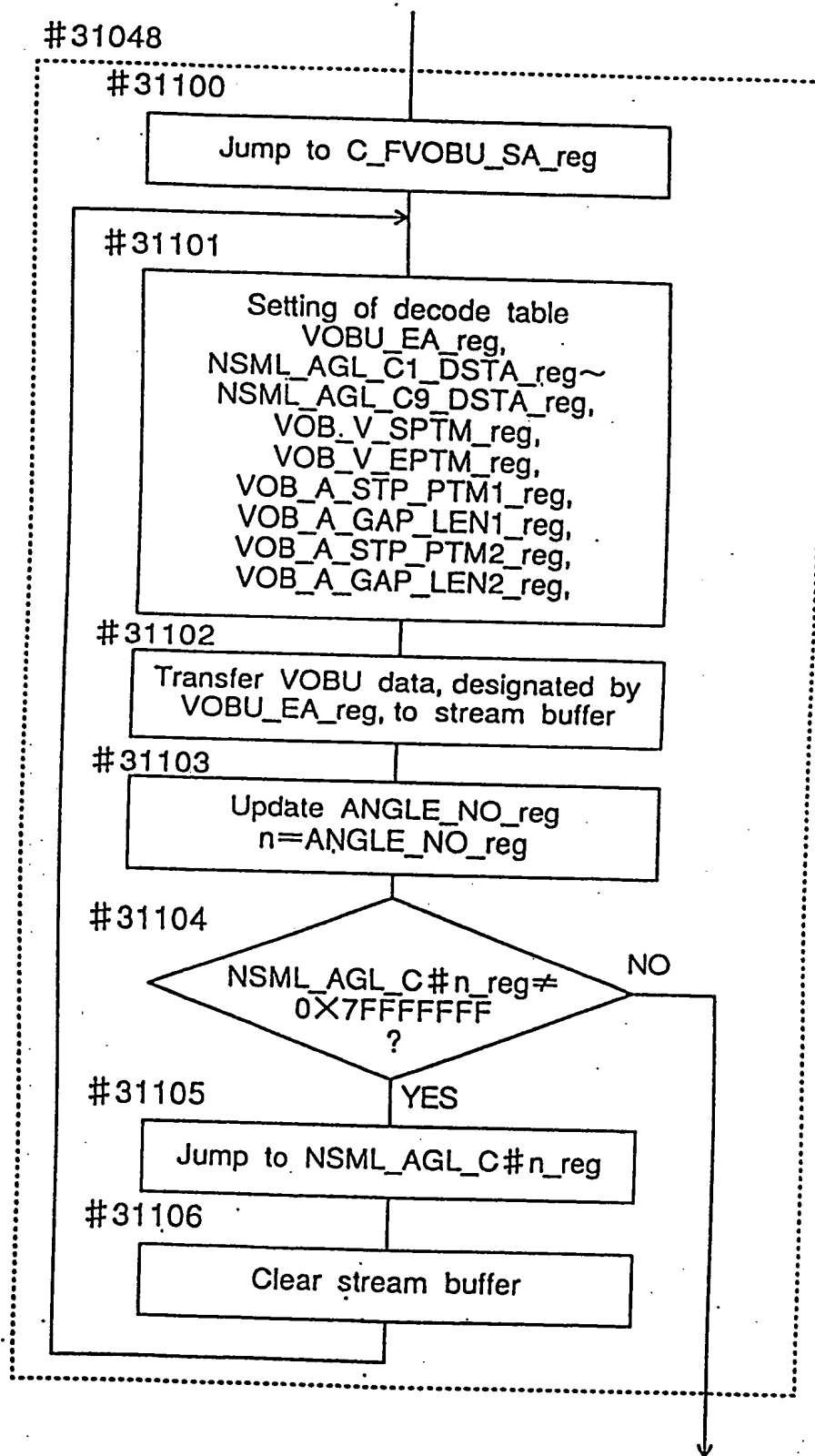
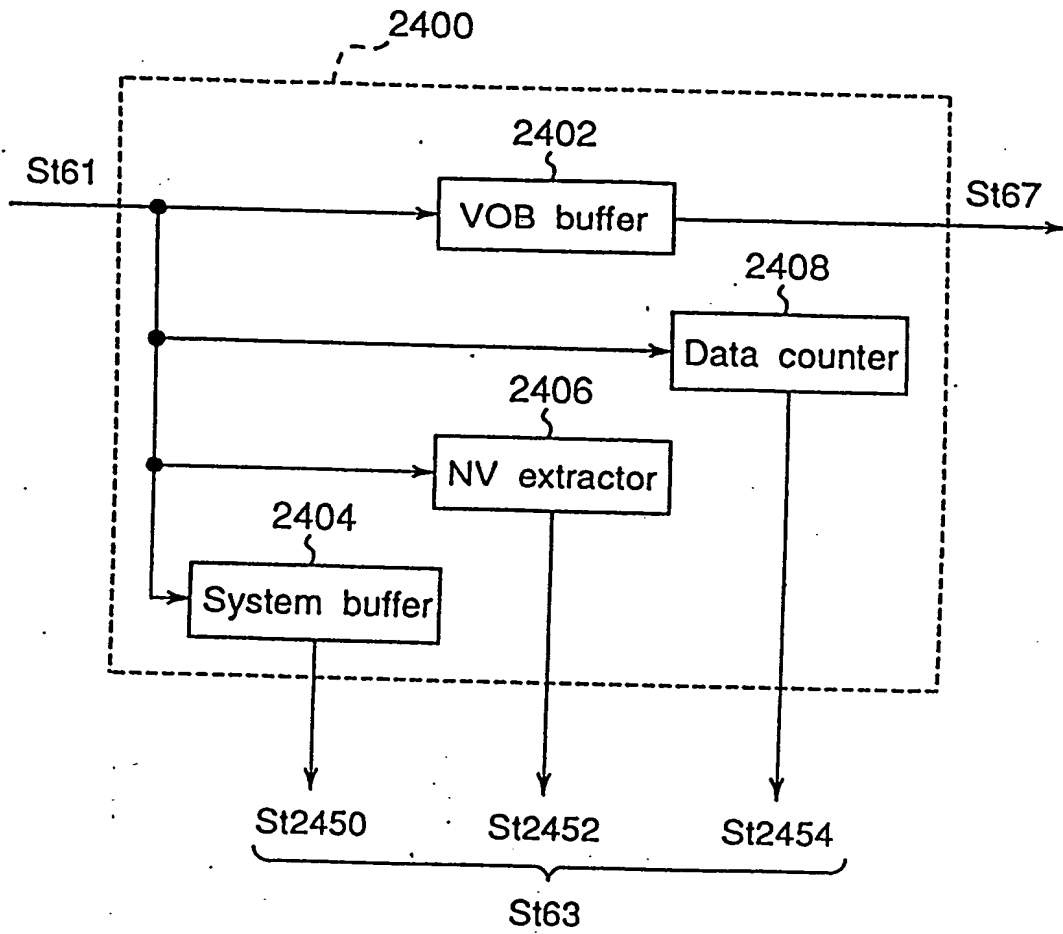


Fig.69



*Fig.70*

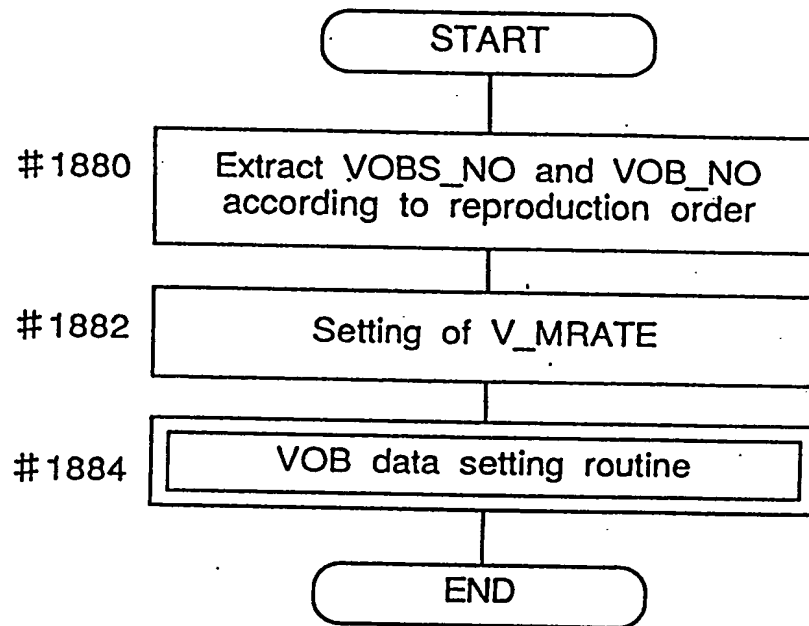




Fig. 71

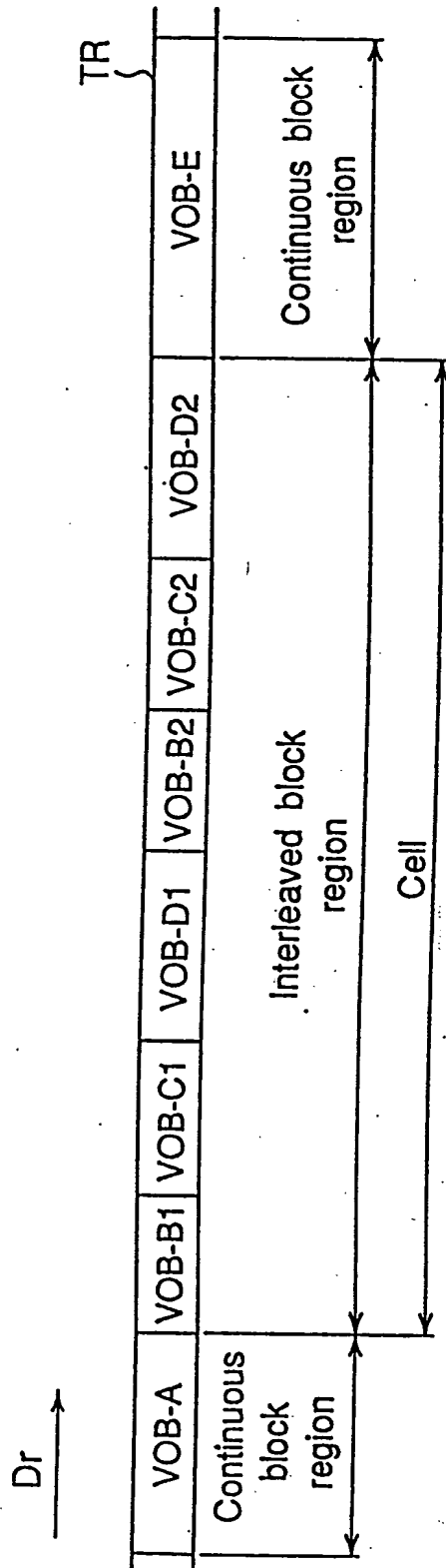


Fig.72

VTSTT\_VOBS

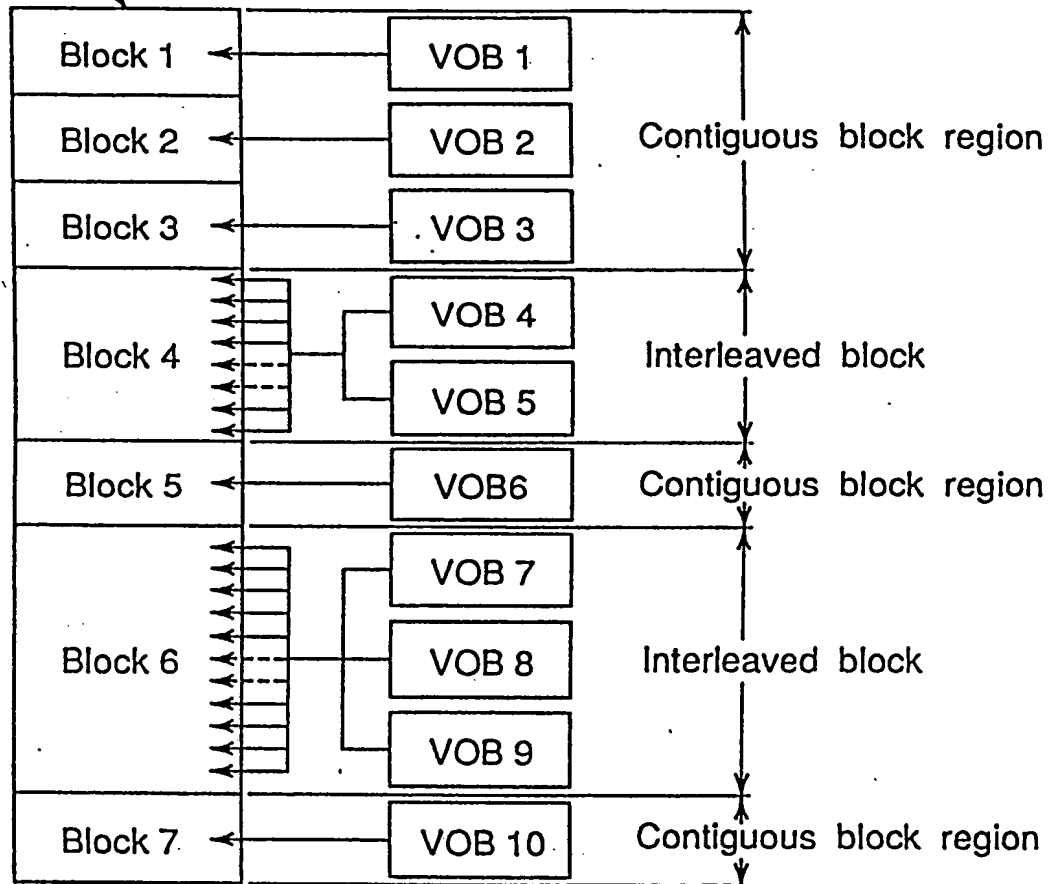


Fig. 73

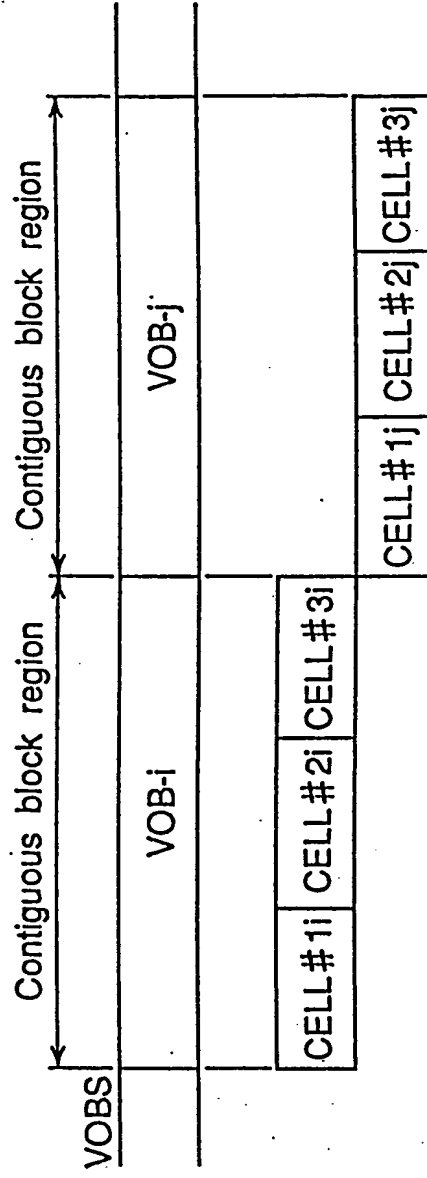


Fig. 74

